

ISSUE NO.
253
MARCH
APR/MAY PRE-ORDER



GAME TRADE MAGAZINE

GRAVUELL

Z N D E D I T I O N



RENEGADE
GAME STUDIOS

IN THIS ISSUE:

- ALL THE WORLD IS WAITING FOR HER! WONDER WOMAN TAKES CENTER-STAGE IN A VERY SPECIAL 80TH ANNIVERSARY DC HEROCLIX SET FROM WIZKIDS.
- CAN YOU NAVIGATE AND ESCAPE A MYSTERIOUS UNDERGROUND LABYRINTH EQUIPPED WITH NOTHING BUT DIM CANDLES? FIND OUT IN *THE NIGHT CAGE* FROM SMIRK & DAGGER GAMES!



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COVER STORY

**Travel to the Far Reaches of the Universe in These Stellar Space-Based Games**

Renegade Game Studios gets intergalactic and planetary with this fantastic assembly of space-based games like *Gravwell*, *The Search for Planet X*, and more!

by Ruel Gaviola

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FEATURES

**Wonder Woman 80th Anniversary**

Wonder Woman has changed comics over the past 80 years — and now she's here to change *HeroClix*! In this latest offering, fan-favorite characters get an upgraded look with better sculpts and cooler energy effects, as well as new accessories like Wonder Woman's Bracelets, the Lasso of Truth, and more for your next *HeroClix* game!

by WizKids/NECA

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The Night Cage

Using simple mechanics and rich design, *The Night Cage* delivers an immersive, high-stakes experience sure to delight players and fans of suspense alike! Explore this shadowy maze with only a candle to light your way, but beware — something else is in the dark with you!

by Chris Chan, Chris McMahon, and Rossell Saunders

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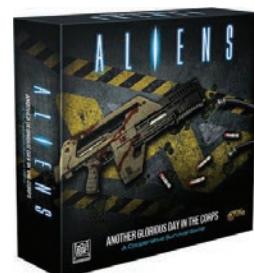
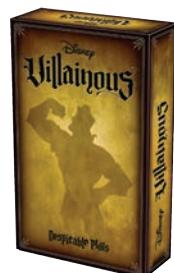
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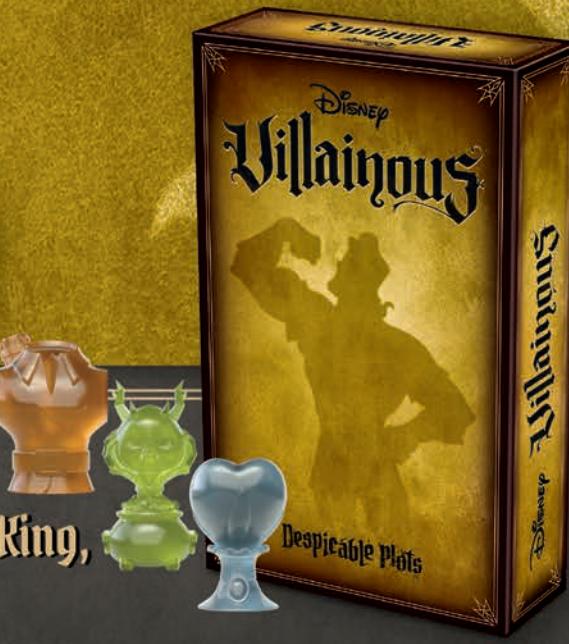
Disney

Villainous

Despicable Plots



Introducing Gaston, the Horned King,
and Lady Tremaine!

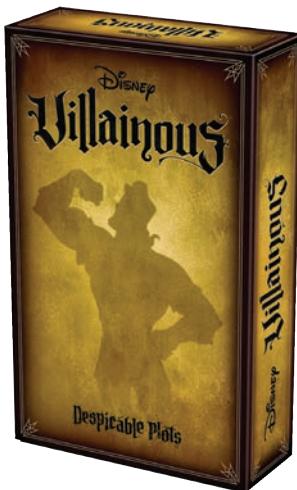


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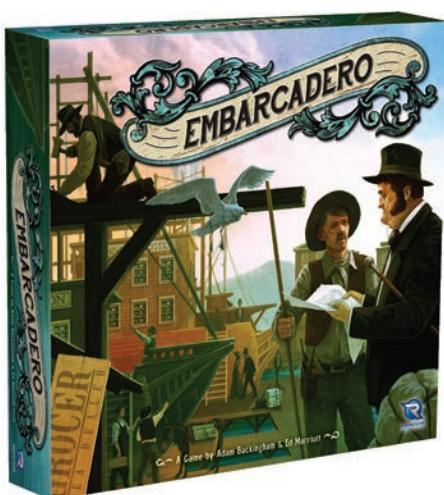
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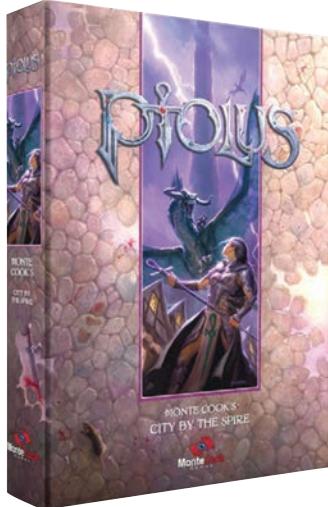
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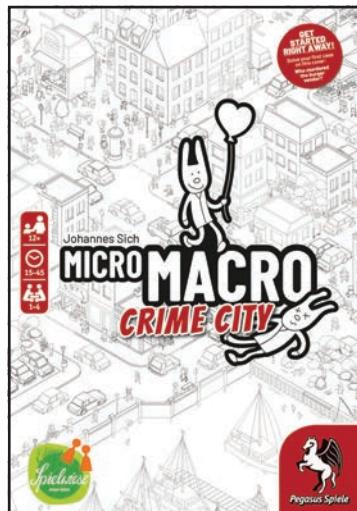
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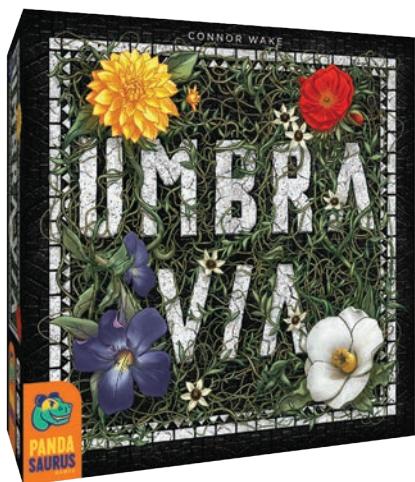
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PREVIEW

Ptolus™

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672 pages. Dozens of additional handouts and maps, plus another 300 pages of downloadable content. All uniquely accessible and easy on the GM. And loaded with premium features.

Monte Cook's legendary setting returns in April

ptolusmcg.com



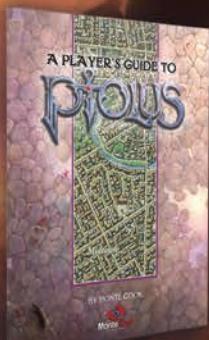
Ptolus: Monte Cook's City by the Spire

672-page hardcover; extras packet; digital content.

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MCG264 (5e version)
MCG265 (CS version)



A Player's Guide to Ptolus

32-page softcover with key player-facing world and character information.

System-neutral

\$17.99

MCG268

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Greetings Dear Readers!

Welcome to your March issue of Game Trade Magazine!

I love winter — having grown up among the valleys and mountains of Vermont, the cold has never been much of a bother for me, so I've always met March with a curious mix of emotions: I look forward to spring, of course, with its sunny, warm weather, but I begin to mourn the departure of winter's stillness and beauty.

Or, perhaps, what I'm actually missing are the many opportunities to stay indoors and play fun games with great friends? It's certainly a mystery, but if great games and mysteries are your cup of tea, we certainly have a selection for you to enjoy in this issue.

This month, the crew over at Renegade Game Studios showcase their sci-fi offerings — from escaping a mysterious dimension in *Gravwell*, to taking on the role of the intrepid scientist with *In Search of Planet X*, the team at Renegade has something for all fans of space exploration!

The challenges don't end there! The team behind *The Night Cage* detail how this suspenseful instant classic came to be. With a fun and unique board-building system, we expect *The Night Cage* to be a definite hit with fans of horror-themed co-op play. Whatever you do, don't let your candle go out as you try to escape this shadowy labyrinth!

Of course, the shadows are not the only place villains hide — sometimes their machinations are right out in the open! In this issue, Ravensburger spotlights the evil plans of the Horned King, Lady Tremaine, and Gaston in their latest Disney Villainous expand-alone, *Despicable Plots*!

However, if you prefer your games to be a more...heroic, look no further than the latest *DC HeroClix Expansion* from WizKids. Celebrating eight decades of rich comic book history, the *Wonder Woman 80th Anniversary* set shines a long overdue spotlight on the Amazon Princess, her greatest allies and enemies, as well as members of the various Lantern Corps. This set will be a must-have for any fans of DC Comics!

Last, and most certainly not least, check out the article and gatefold in this month's issue from the team at Beadle & Grimm — welcome to a whole new era of "Geek Luxury"!

All this and more, friends.

Game on,
JG



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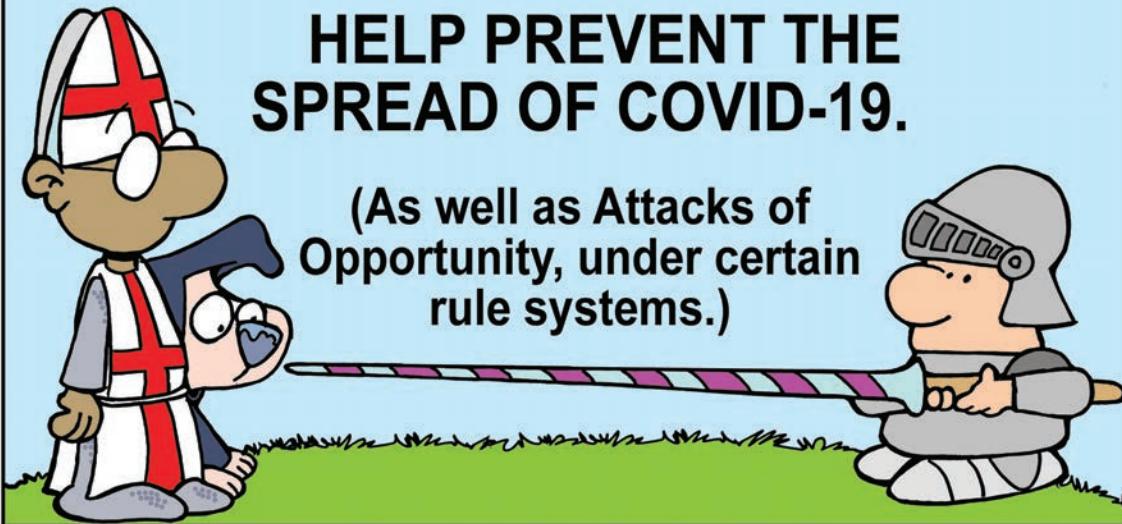
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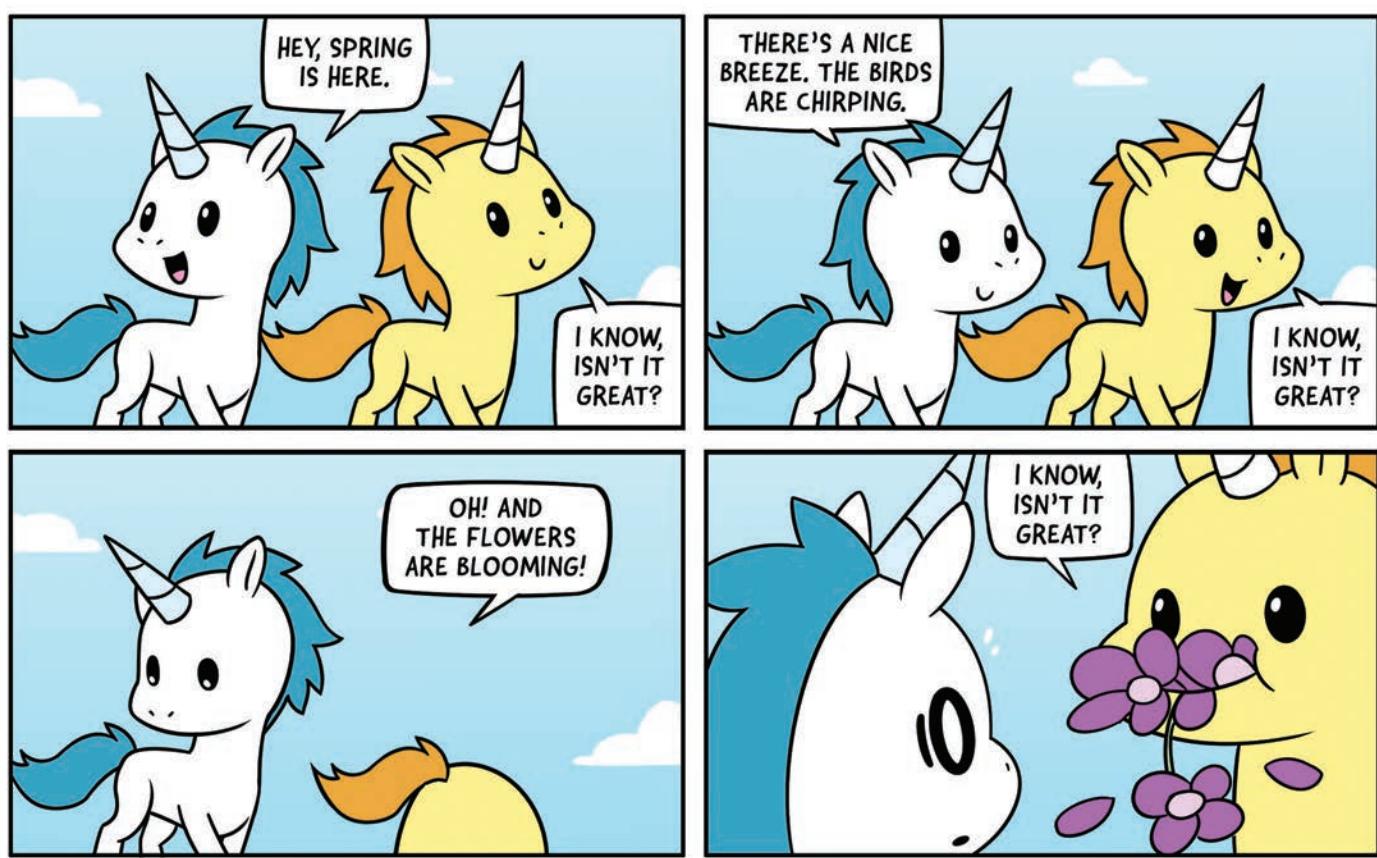
The **Shadowrun Sixth World Beginner Box** is the easiest way to dive into the intrigue, grit, and action of one of the most enduring role-playing settings of all time! It includes everything needed for a game, including quick-start rules, character dossiers, an adventure, gear and magic cards, dice, and more!

Grab a copy, play a game, and get a look at the coming soon, all-new **Shadowrun Sixth World Edition!**



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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with hundreds and hundreds of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three-month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (**FLGS**) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine**...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as **especially** worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHT

SPOTLIGHTS: These are products that have released and are available at your **FLGS** or **FLCS**. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your **FLGS** or **FLCS**, so be sure to make a note so you won't miss out!

FEATURE

PREVIEW

DESIGNER DIARY

DESIGNER DIARIES: These articles are the ULTIMATE in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



EXCLUSIVES: While virtually ALL of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (**FLGS**) or Comic Store's (**FLCS**) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your **FLGS**) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now? It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of GTM, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

SPOTLIGHT ON

MY CITY
My City is a unique, family-oriented legacy gaming experience that spans four seasons and episodes. The game consists of 24 different episodes beginning with the start of a city and ending with its eventual stages and progressing through industrialization. Players choices and actions made during one season will carry over into the next, creating a personalized gaming experience. For players who do not want to experience My City as a full board game, the designer has board offerings alternate setup for repeatable play. Scheduled to ship in October 2020.
TAK 051 489. \$34.95

ULTRA PRO

AMY BROWN
Scheduled to ship in July 2020.
UPR 15550. \$1.

QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)
UPR 15527. \$1.

AUTUMN STROLL PLAYMAT
UPR 15550. \$1.

BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)
UPR 15525. \$1.

SISTERS STANDARD DECK PROTECTOR SLEEVES (100)
UPR 15526. \$1.

MORGAN LE FEY PLAYMAT
UPR 15528. \$1.

MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)
UPR 15549. \$1.

PASSAGE TO AUTUMN PLAYMAT
UPR 15530. \$1.

DRAGON BALL Z: COLLECTOR'S CHESS SET
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom-sculpted, full-color busts of characters from the popular anime franchise. Scheduled to ship in September 2020.
USO OHI 12449. \$1.

MONOPOLY: ELF
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this fun-filled version of Monopoly. Scheduled to ship in September 2020.
USO MNW 01595. \$1.

RISING: THE BATMAN WHO LAUGHS
Next in the cooperative Rising series, The Batman Who Laughs Rising players will team up to stop the笑ing knight heroes and allies to fight back against a host of villains, concluding with a showdown against The Batman Who Laughs. Scheduled to ship in September 2020.
USO DCW 0103. \$1.

SPOT IT! SPONGEBOB
Get ready for an underwater adventure with SpongeBob Spot It! Scheduled to ship in September 2020.
USO 3094712. \$1.

USAOPOLY

SPOTLIGHT ON

CODED CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL
Travel back to the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.
USO ERD 01020. \$1.

WIZARDS OF THE COAST

FEATURED ITEM

MAGIC THE GATHERING
MAGIC THE GATHERING CCG: ARENA STARTER KIT
WOC C751 2000. \$1.

MAGIC THE GATHERING CCG: CORE 2021
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
DISPLAY (12) WOC C750 2000. \$1.
DISPLAY (12) WOC C750 07000. \$1.
COLLECTOR BOOSTER DISPLAY (12) WOC C751 00000. \$1.
PLANESWALKER DECK DISPLAY (10) WOC C750 06000. \$1.
JAPANESE CORE 2021 BOOSTER DISPLAY (84) WOC C750 3400. \$1.

WIZKIDS/NECA

SPOTLIGHT ON

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALM - SAPPHIRE DRAGON PREMIUM FIGURE
Over 160mm tall, this miniature is based on the all-new art for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.
WZK 96019. \$1.

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR DICE & TOKEN PACK
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix: Fantastic Four. The 6 action tokens will also feature bystanders on the back of each. These are great additions to the booster set! Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.
WZK 84755. \$1.

MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES
Black Panther, Ghost Rider, Hulk, She-Thing, Spider-Man and Wolverine form the new Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.
WZK 84753. \$1.

SUPER-SKILL PINBALL: 4-CADE
Super-Skill Pinball: 4-Cade brings the arcade classic to the tabletop with art, atmosphere, and the same great fun of the original Super-Skill English. Choose one of the four unique tables and matching backglasses for scorekeeping. Roll the ball across the table and into the bumpers, roll it around the ball pit, and then roll it back out again! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target zone below with a matching number. Play and you can earn points, collect coins, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.
WZK 87920. \$24.99

FEATURED ITEM

SPOTLIGHT ON

SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the GTM Bullpen and are highlighted to nab your attention. Be sure to check these items out!

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of Game Trade Magazine (GTM), you'll find a variety of terms that will help you in selecting items from the Games Section. Here's what they all mean!

**FEATURED ITEM**

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the GTM Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in GTM and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!



SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the GTM Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SPR) for the product.

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Have a question or feedback for us? Contact us at Editor@GameTradeMagazine.com

TRAVEL TO THE FAR REACHES OF THE UNIVERSE IN THESE STELLAR SPACE-BASED GAMES



The vast mystery of space is a theme used often in board games. From games based on cinematic space opera trilogies or narratives ranging from cyberpunk to reimagined westers, designers will always be inspired by the great unknown.

Bringing these experiences to the tabletop is no easy feat, but thankfully there are plenty of designers up to the task. Whether it's a hard-science-based or a science-fiction-based game, there are plenty of choices that'll have you hurtling through space or, if you prefer, laying back and enjoying what the stars above have to offer.



GRAVWELL 2ND EDITION

(RGS 02191 • \$40.00)

In *Gravwell 2nd Edition*, you and your opponents command ships that have been sucked into a black hole and transported into a new dimension. With your ship's fuel supply dwindling, you'll have to gather resources from nearby asteroids and use the dimension's gravitational pull to find the warp gate that will get you home.

Players draft three pairs of cards from a common pool in order to move their ships, then reveal simultaneously. Each pair has one face-up and face-down card, so your opponents only receive partial information of your plans to escape.

Movement in this dimension isn't straightforward, however; depending on how your opponents play their card, you'll sometimes find yourself moving away from the warp gate! It's a race to get home and the first player to make it to the warp gate wins the game. If no ships have made it there after six rounds, the closest to the warp gate wins.

The second edition *Gravwell* retains the same solid game play of the original but includes new spaceship miniatures as well as new art by Kwanchai Moriya. It can now be played by six players instead of four and each ship has a new dashboard of special abilities. Can you make it to the warp gate first and safely travel home? Or will you be lost forever in the *Gravwell*?

WARP'S EDGE

(RGS 02072 • \$35.00)

Designer Scott Almes has had a prolific career producing a series of wonderful small-box games with solo variants. With *Warp's Edge*, he focuses on the single-player experience, producing an immersive and outstanding game, and includes a separate narrative book by Banana Chan, which allows you to customize your ship for your upcoming game.

As Taylor Minde, rookie pilot in the Outer Rim division, you find yourself stranded from your fleet, lost and alone. With fuel and resources running low, you desperately attempt to find your way home via the warp gates, only to find yourself deep behind enemy lines. You're about to be blown to smithereens when your ship's experimental SAVIOR protocol warps you back to the start of the battle. Can you use your recently gained knowledge about the enemy to successfully maneuver your way to safety this time?



At its heart *Warp's Edge* is a deck and bag builder, as you cycle through your deck of cards and the tokens for triggering different effects. But it's much more than that: you'll need to figure out how to build your deck and bag to complete your mission. If you make it to the showdown with the mothership you'll soon learn if your gaming skills were up to the challenge. Don't worry

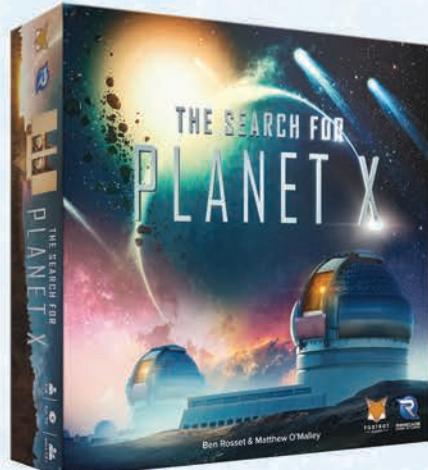
if your ship meets its untimely demise, though; with games lasting between 30-45 minutes you'll have plenty of time for multiple runs at that big bad boss.

THE SEARCH

FOR PLANET X

(RGS 02079 • \$40.00)

In 2016 scientists published their "Planet Nine" hypothesis, based on the unique orbits of dwarf planets, gas clouds and other observable objects in the solar system. *The Search for Planet X* is a fantastic re-creation of the science community gathering data, making hypotheses, and discovering new celestial bodies.





Each player is a scientist and must take notes of the evidence presented to them, eventually deducing the location of the elusive planet. Being the first to discover the elusive planet doesn't guarantee the victory, though. Offer solid theories on what is in each sector of the sky and you'll score points as well, but you'll lose points if your theories prove to be incorrect.



On your turn you'll use the integrated app to either survey for an object, target a sector, research a topic, or locate Planet X. The app will provide you clues based on what you've selected and while other players won't know what you were told, they can keep track of what action you selected. Peer reviews and conferences also happen, allowing you to obtain more information to back up your theories. They may also render them obsolete, giving your opponents an advantage in finding Planet X.

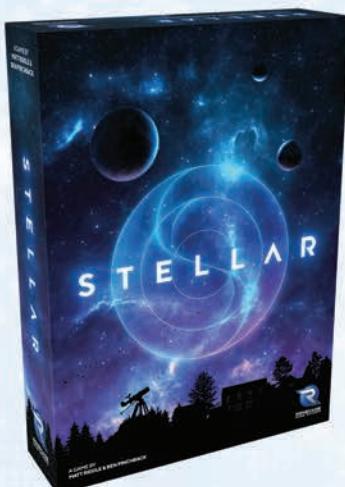


STELLAR

(RGS 02050 • \$20.00)

Using your trusty telescope, you gaze up into the sky to see planets, moons, and other celestial objects. You'll track these in your notebook, hoping to score more points based on what's in your telescope and notebook.

Stellar features deceptively simple play: choose a card from the celestial objects row, then place it into your telescope tableau or your notebook tableau. Then depending on the number of the card you played, you'll take the corresponding card from the celestial objects row and place it in the other tableau.



This is the brilliance of *Stellar*: with only 11 total turns in the game (which will fill up your telescope tableau), each turn features a tough decision. Which card do you take from the row into your hand? Which card do you play from your hand, and do you play it into your notebook (set collection) or your telescope (area majority)? Will draft a card to benefit yourself or deny your opponent the chance to score?

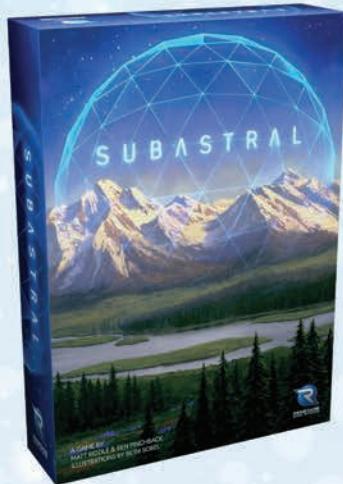
Much like another Renegade Game Studios title, *Arboretum*, *Subastral* offers sublime card art with tension-filled turns. Gazing up into the night sky has never been more competitive.

SUBASTRAL

(RGS 02196 • \$20.00)

The newest release from Renegade Game Studios, *Subastral* is another small-box game in the tradition of *Stellar* and *Arboretum*: games that surprise you with their strategic depth and ease of play.

Designed by Matt Riddle and Ben Pinchback, the team that brought you *Stellar*, and illustrated by Beth Sobel, the artist of *Arboretum*, *Subastral* allows players to study various terrestrial biomes of Earth.



Like *Stellar* and *Arboretum*, *Subastral* features clever and tense card play in a beautifully illustrated package of cards. The game is for 2-5 players and like the designers' previous game *Stellar*, *Subastral* includes factoids to enhance this "thinky" gaming experience.



Ruel Gaviola is a writer, podcaster, and livestreamer based in Southern California. His work has been featured on Geek & Sundry, Roll20, Renegade Game Studios, and more. He is on the Board of Directors for the Tabletop Writers Guild and the American Tabletop Awards, and is co-organizer of the Tabletop Live Network. Connect with him on Twitter @RuelGaviola, watch his regular livestreams on Twitch @RuelGaviola, and find more of his work at ruelgaviola.com.





WONDER WOMAN[®]

80TH ANNIVERSARY



WIZKIDS

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TM & © DC Comics. (s21)

DC HEROCLIX: WONDER WOMAN 80TH ANNIVERSARY BOOSTER BRICK (10)

WZK 84000 \$149.90 | Available April 2021!

Wonder Woman returns to the *HeroClix* tabletop for her 80th anniversary in April 2021! This 5-figure booster release is jam-packed with iconic allies like the Amazons like Artemis and members of the Justice League like Batman and Superman. There are also plenty of classic villains seen in television, comics, and movies like Ares, Harley Quinn, and The Cheetah. This set also features a new, larger scale to allow for better details and new terrain on all figures that makes them come alive on the tabletop!

In terms of gameplay this set expands upon previous releases with more Captains, Sidekicks, and Allies in addition to new Mission Point alternate win condition effects seen earlier in 2021. There are also plenty of fan-favorite *HeroClix* mechanics here including several "Shifting Focus" Wonder Woman figures, brand-new equipment-objects like the Lasso of Truth, and the return of Lantern Constructs with a new twist! To top it all off there is also a new Wonder Woman Ally team ability!

To get a glimpse of all of these mechanics and more, check out these never-before-seen previews!

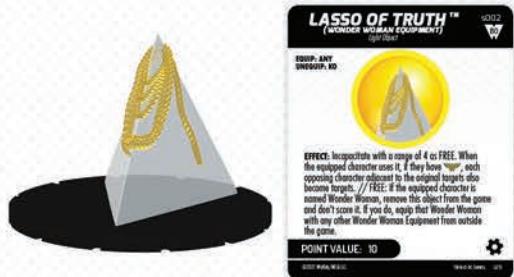


First up, we have a brand-new Captain version of Superman! Superman can be played an astounding 275 points or 125 points and he has the Captain Role Tag. His trait is a little different than other Captains, but at the same time more powerful, he can only give the effect to 1 Sidekick, but it grants that Sidekick Invulnerability until the end of your next turn! He also has very strong combat values including a 15 movement on the top dial of his 275-point line! The last thing you may notice is he has the new Wonder Woman Ally team ability. This team ability grants Super Senses, but only on a result of a 6. If the character already can use Super Senses like Superman can frequently on his dial, instead you can increase the result by +1. *HeroClix* does not get new team abilities like this often, so it is awesome to be featured so prominently in the first set it has been released!



Next up, we have the Rare version of Wonder Woman! The Shifting Focus mechanic returns to *HeroClix* for this set featuring Wonder Woman. This time there is also an added effect that allows her to interact with the new Wonder Woman equipment. When Wonder Woman uses Shifting Focus, she removes the objects without scoring it, but her other trait "Princess of Themiscyra" allows her to equip any Wonder Woman equipment when she starts the game. This provides the ultimate flexibility for Shifting Focus by not only replacing the character, but also allowing her to pick any Wonder Woman equipment needed for a situation! The rest of her dial has strong combat values, plenty of maneuverability, and her damage power that can reduce opposing characters defense. Be on the lookout for more Shifting Focus Wonder Woman in the set as well.





With Wonder Woman equipment in mind, take a look at the Lasso of Truth! This object allows the equipped character to use incapacitate with a range of 4 as FREE. And if that character also happens to have the Wonder Woman ally Team Ability, opposing characters adjacent to the original targets also become hit targets. The ability to give opposing characters action tokens is extremely powerful, and the added bonus of hitting more characters as long as the equipped characters have the Wonder Woman Ally team ability is even better. The Wonder Woman equipment also have another effect which, similar to the flexibility seen in Shifting Focus, allows you to swap the Wonder Woman equipment with another Wonder Woman equipment from outside the game!



Getting to our brand-new mechanic, constructs are back in HeroClix! Check out the Super Rare Green Lantern! Green Lantern can be played at 75 or 50 points and starts with a great 19 defense

with Defend on his first click which pairs very nicely with the ability to carry as many as 8 characters with the Green Lantern team ability. He also has two STOP clicks and plenty of other great powers on his dial like Penetrating/Psychic Blast and Outwit. His first trait allows him to generate a Green Construct once per turn. We will take a closer look at his construct and how it works.



The first construct we have is the Catcher's Mitt! As you can see constructs are not conventional objects this time around. They have their own combat values and powers. There are three general rules that all constructs follow. First, they are immediately KO'd if they aren't within 6 squares of the character that generated them. Second,

they do not block line of fire, require opposing characters to break away from them or stop opposing characters from moving when moving adjacent to them. Third, they can't be chosen for Mastermind or have their combat values modified.

With all of that out of the way, the Catcher's Mitt construct has Sidestep to move itself around and a special defense power which gives adjacent friendly characters Energy Shield/Deflection. Constructs are extremely useful in their bystander-like forms, but that also puts them at risk of being KO'd more easily than other objects. Fortunately, they can come back to the game pretty easily with the characters that make them.

There are plenty of exciting things to come in this 80th anniversary celebration set! Be on the lookout for more previews coming soon!

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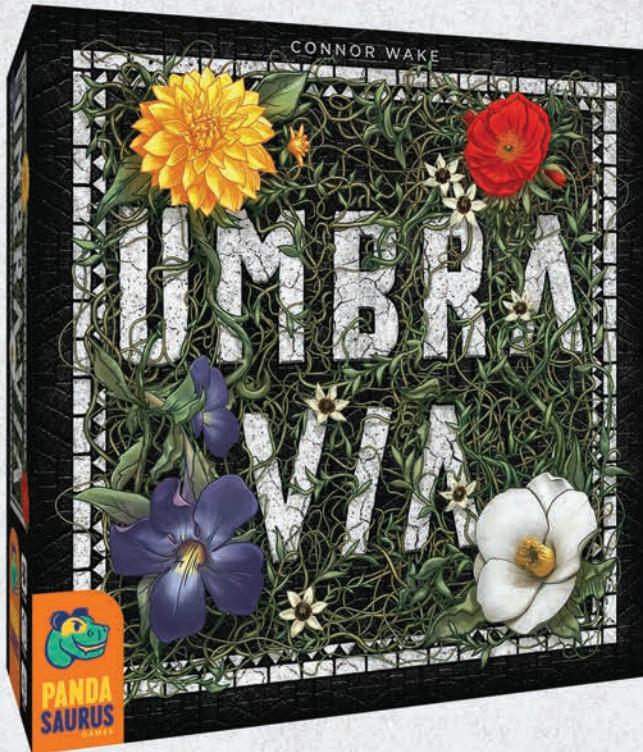




UMBRA VIA

PAN 202011 \$39.95 | Available March 2021!

At the start of 2018, *Inis* had become my new favourite game. What I really liked about it was how it was an area control game, but you didn't always want to kill all of your opponents. One of the win conditions is to be in control of regions where there are at least 6 other players' units there. You can't kill everyone. You can't brute force your way through it. You have to keep an unsteady peace with your opponents.

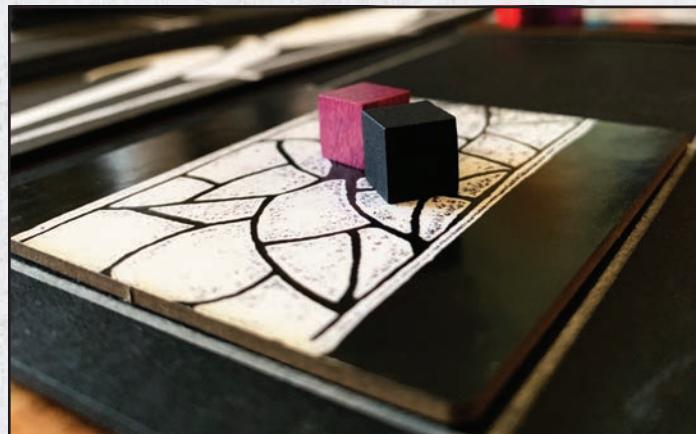


At this point I had started thinking about designing games myself. Inspired by *Inis*, in my notes app I wrote:

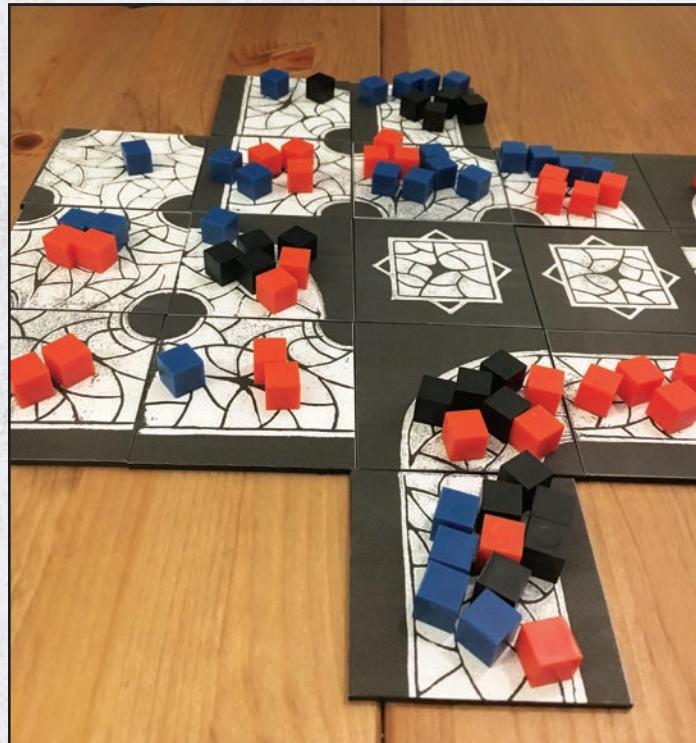
I wanted to make a game that took that idea from *Inis* a bit further. Something where you weren't allowed to kill all of your opponents' stuff if it was in the way. You'd have to deal with it and work around it instead. In real life, this mechanic shows up in gerrymandering so I took some inspiration from there. Instead of just getting rid of your opponents' stuff, you'd have to shuffle things around so that it comes out in your favour. The key point in *Umbra Via* was that I wanted players to be in direct conflict with each other, but not able to use direct force.

I also wanted players to be able to do well playing off of instinct and have a good time against people who are thinking through every possible outcome. Oftentimes when playing, I'm either tired or stressed and not really up for only having a good time if I can outcompute whoever I'm playing against. So, I decided I wanted pure

logical thinking to cause the player to get a bit stuck. To force people to go with their instinct instead and level that playing field. This is why I wanted to add a constrained, hidden bid to the game.



Figuring out someone's intentions is tricky, some people will even write it off as random. But to me, that's the most interesting part of playing games with other people. If you try to just logic your way through a blind bid, you can end up with the classic *Princess Bride* poison cup scenario. If you take a step back and don't get sucked down the logical rabbit hole, you have enough information to figure out the fuzzy probabilities of what someone might do. Also, I simply prefer those types of decisions, where there is no exact answer and things are fuzzy, but you've still got a lot to go off of!





Since *Umbra Via* isn't a big box game, there was a lot of swapping out of a lot of mechanisms, scoring systems, etc to make it work with my goals. The iterations of the game were often unrecognisable. (I could fill another few designer diaries with all that). Through all those versions, those overarching goals were how I eventually settled on the core of *Umbra Via*. Each round, players receive 6 tokens to secretly bid on 4 different tiles over two rounds of bidding. The player with the most cubes on the tile gets to choose where it goes, determining the shape of the paths you're building and trying to control. However, everyone's cubes stay on the tile so you're picking where the tile and everyone's cubes go. When paths close off, players are rewarded based on how long the path is, as well as how they ranked in the path.

The two rounds of bidding came out of trying to help players feel informed enough to actually be able to go off of instinct. When I first brought the game to my housemates Jevin and Jordan to test it out, I was stuck about how to handle getting the players' cubes onto the tiles. On one hand, you could have players bid one cube at a time — which was very slow, but let you see the other player's intentions. On the other hand, you could allocate and bid all of your cubes at once — which was very quick and exciting, but didn't give the players much to go off of so it felt more random.

I brought this up with my housemates and how I wasn't happy with either of them. Then Jordan simply said, "Well why don't we do two rounds then?" This turned out to be perfect and never changed after that first playtest. Players get 6 total cubes, then bid on the tiles three cubes at a time. The first round is a chance for surprise, and in the second round players have made their intentions public so you get to respond to that.



You'll probably notice how I haven't talked about the theme yet. What got me into board game design was the idea of crafting an experience for players. With *Umbra Via*, I specifically thought about making a game my partner and friends would enjoy. During the design process, it did exactly that, hitting all of the experience notes I wanted it to: conflict without violence, and being able to play off of the other players and your gut feeling. However, these goals never really inspired a theme that lined up with the mechanics.

I tried all sorts of changes to the game to make a theme fit, but it always seemed to take away from that core experience. In the end, wrapping *Umbra Via* in the dressings of a mysterious ritual felt fitting. The game has you advocate for painted tokens with no pretense. It works because everyone agrees these tokens are important, that they represent you and your interests. This felt very similar to spells to me,

where the objects used are meant to represent so much more.

Keeping the theme more abstract allowed for simpler art that was easier to read. Ultimately, it's the feeling of playing with the mechanics and the other players around the table, trying to carefully balance all the different parts of the game, that makes *Umbra Via* what it is. I love what Pandasarus did with the game. It's amazing seeing it brought to life. I can't wait for more people to try it out!

•••

*Connor is a software engineer by day and a board game designer the rest of the time living in Berkeley, California with his partner, a snake, and a bearded dragon. He is the designer of the 2019 Cardboard Edison Award Winner, *Umbra Via*. You can see more of his work at connorwake.com.*





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OAK & IRON

EXPANSION DECK VOL. 1

by Mitch Reed

The developers from *Firelock Games Oak & Iron* went right back to work on how they can improve their game as COVID-19 shut down most of the country. Normally the shuttering of local game stores would put game improvements on hold since no one is playing. However, the team at Firelock looked at how they can leverage technology and allow players to play this brand-new game in a safe environment. The Firelock team leveraged online “sandbox” platforms to allow players to enjoy the game despite being locked down and got to see what needed tweaking and what the community wanted to see added to the game.

The result was the *Oak & Iron Expansion Deck Vol. 1*, which adds even more flavor to the game and incorporates some of the errata that came out since the game’s initial release. This deck features 50 cards and includes 11 new Upgrades cards, 19 new generic Admiral cards, and reprints of cards that had errata in update 1.01.

Many of us saw when we played online that having a good Admiral leading your battlefleet was a key to success in *Oak & Iron*. Many of the named Admirals came at such a high point cost that some players did not fully utilize them in the game. Now with the Generic Admiral cards, a player can select from a number of Untested, Seasoned and Experienced Admirals and gain their benefits at much lower cost. The generic cards effect so many of the mechanics of the game, such as the Brilliant Admiral who increases the skill level of their flagship or the Inspiring Admiral which allows you to quickly lower the fatigue on your stressed-out ships. Players will immediately see how these new leaders make list building a bit easier since you do not have to sacrifice another upgrade to get the Admiral who will help you execute your battleplan.

The upgrade cards included this pack are ones that every player needs to have to help them build that unbeatable force. These upgrades are all generic and cards such as “Marines” helps players who do not have access to cards such as the “Buccaneers” card. The card I just love, and was asked for from the community is the “Dismantling Shot” upgrade, for a single point you can add an attack die to your pool when targeting the enemy’s rigging and accounts for specialized ammo such as a chain shot that hopes to disable your targets masts and sails.

Cards such as “Expert Topmen” and “Aggressive Crew” give your ships a dedicated specified free action which comes in handy in the thick of a fight. As I played the game online, I noticed that I had big decisions to make when declaring my crew actions, so having a card like these makes that decision much easier since you can board a ship or change your sail setting for free.

Two cards work together in the pack to give you a really neat option. You can use the “Supply Ship” upgrade for zero points which will allow you to use the “Double Rations” card in your activation hand. This card allows you to remove one point of fatigue from every ship in your command. From playing the game a bunch of times, I cannot tell you how much of a big deal this ability is. It does come at a cost, if this ship gets captured or put out of action you will get more Strike Points scored against you.

Not all of the cards in the deck increase the capabilities of your fleet. Cards such as “Poorly Armed”, “Untested Crew” or “Merchants” actually add points back to your point pool. These recapitalized points will weaken some of your ships, but will allow you to afford better upgrades for other ships in your battle line.



One of the cards that I really like is the “Troop Transport” allows you to lower your sails, anchor and put a landing party on a landmass that is within Pistol Range. Some of the missions in the game do require landing parties and getting a ship to stop and place troops was a multi turn endeavor. Now you can have a ship that is tailor made to undertake such a mission.

Only three of the cards in the deck update what was in the 1.01 errata that came out over the summer and gives players an updated Activation Deck and ship upgrades.

Firelock’s *Oak & Iron Expansion Deck Vol1* was an unexpected addition to the game and came about due to what the community experienced and wanted in the game as we played online. Few game developers expand their games so soon after initial release let alone listen to the gamers online. This shows that *Oak & Iron* will have the support from its developers and is sure to become a game that is enjoyed by many for years to come.

The Villainy Continues with *Villainous*

DISNEY VILLAINOUS: DESPICABLE PLOTS

RVN 60001913.....\$24.99 | Available February 2021!

The award-winning *Disney Villainous* series continues with a new expandalone! In *Disney Villainous*, players take the role of an infamous Disney Villain, each with a unique story-based objective. On their turn, players move to a new location in their Realm, take actions based on the icons there, and play cards from a Villain deck — full of Items, Allies, and other helpful cards — to achieve victory. Opponents can take a Fate action to play meddlesome Heroes, making it more difficult for other Villains to reach their goals. Each Villain has different strategies to win, as well as different weaknesses their opponents can exploit.

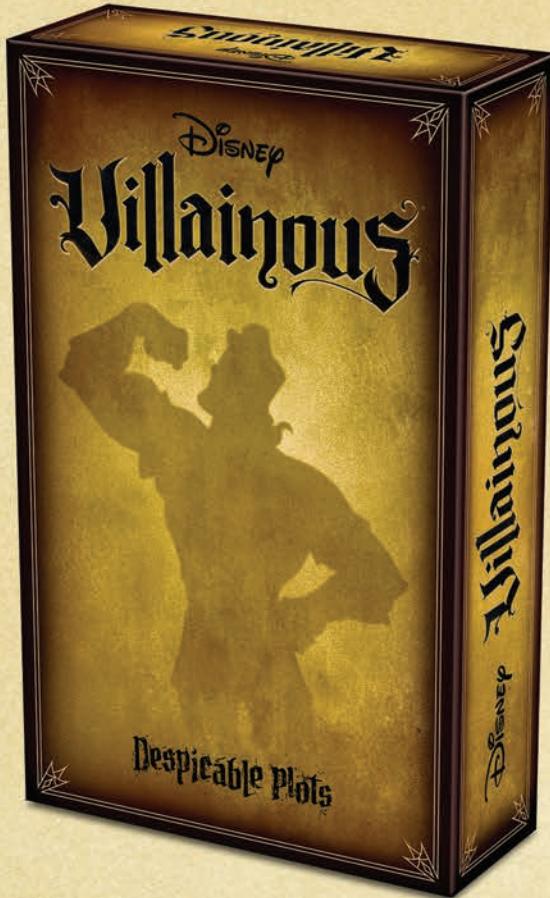
Like each *Villainous* installment preceding it, the Villains in *Disney Villainous: Despicable Plots* have been selected to provide a well-rounded standalone game, though Villains from all *Disney Villainous* boxes can be mixed and matched for up a six-player game. *Despicable Plots* introduces the oft-requested Gaston, the devious Lady Tremaine, and the evil Horned King to the game.

DON'T I DESERVE THE BEST?

As one of the brawnliest Disney Villains, Gaston from "Beauty and the Beast" is represented by a strapping mover of his torso, complete with his belt and quiver. In *Despicable Plots*, Gaston must overcome Obstacles to convince Belle he's the perfect man for her.

Gaston must remove eight Obstacle tokens to complete his objective. Cards like Temper directly remove Obstacles, while Vanquishing certain Heroes helps him get rid of Obstacles in specific locations. As an added bonus, his Wolves Allies stack, gaining strength for every other Wolves in play.

Gaston is a powerful Villain, but his Fate deck offers his opponents numerous ways to impede his progress. Heroes like Cogsworth can be used to prevent Gaston from removing Obstacles while strengthening other Hero



cards, while Effect cards like Saving My Life will replace Obstacles, setting Gaston back. Whenever possible, Gaston's opponents should play Belle, as Gaston is unable to remove Obstacles while she's in play.

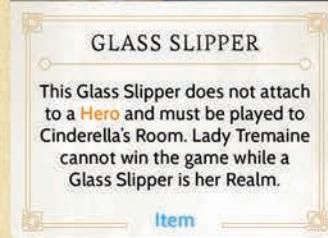
ABOVE ALL, SELF-CONTROL

Lady Tremaine, the villain in "Cinderella," is cruel and cunning. Her mover represents her gray, heart-shaped pompadour hairstyle, which is a perfect reflection of her severe personality. This severity often shows up in her treatment of her beautiful stepdaughter and is woven into this Villain's gameplay.

In the film, Cinderella's cold-hearted stepmother is bent on marrying one of her daughters to The Prince. The most fitting objective for her, then, is that she must marry Drizella or Anastasia to The Prince to win.

While this goal seems straightforward, there are conditions that must be fulfilled before the marriage. There





ways this can be done: Players can use Show Me The Black Cauldron or use a special Effect card in their Villain deck. Then, the Horned King must power The Black Cauldron to flip the tile to The Power of The Black Cauldron. After this, The Horned King is ready to create his army of Cauldron Born Warriors and place one at each location to achieve victory!



are two versions of Cinderella, Drizella, and Anastasia. One of the versions presents the characters in their everyday dress, while the other shows them outfitted in their ball gowns. Lady Tremaine cannot marry off one of her daughters in their everyday garb, so the player must play swap an everyday dress character for a Ball Gown version. She must also play Invitation from the King and activate Wedding Bells.

Lady Tremaine has plenty of tricks up her sleeve for those intent on stopping her climb to the top. For example, she can trap Heroes in her Realm, which nullifies any Ability they may possess. Additionally, Item cards like Lady Tremaine's Cane can remove the all-important Glass Slipper from play. This changes the course of the game, since this Villain cannot win while a Glass Slipper is in her realm. Of course, Ball Gown Cinderella is a powerful Hero in her own story and has help from the Fairy Godmother as well. Lady Tremaine must work quickly to ensure her plans succeed.

ARISE, MY MESSENGERS OF DEATH! OUR TIME HAS ARRIVED!

Last but not least is the main antagonist of "The Black Cauldron" — the Horned King! His mover showcases the Black Cauldron as well as the Horned King's head and hands, and is molded in a brilliant, noxious green. The Horned King is profoundly obsessed with the Black Cauldron and goes to great lengths to find it and take control of it, so this object of power had to be central to his gameplay. The Horned King's objective is to fill his Realm with the world using his Cauldron Born warriors — that is, to have Cauldron Born at each location in his Realm, which requires him to use the Black Cauldron.

To emerge as the victor, The Horned King must complete a series of steps. First, he must claim The Black Cauldron. There are two different

While the Horned King is certainly a tough contender, his opponents have ways to cut off his access to the Black Cauldron's power. There is strength in numbers, so Heroes within this Villain's Fate deck often gain strength from each other when they're in the same location. Additionally, Effect cards in his Fate deck will slow down the Horned King's progress by making him discard cards from his hand. Perhaps the most direct way is to play Gurgi's Sacrifice to power down the Black Cauldron — making The Horned King discard one Cauldron Born warrior at the start of his turn until he can power it again. This strategy follows the original narrative, as Gurgi, Taran's loyal companion, sacrifices himself in order to foil the Horned King's plan. Because the Horned King can continuously power the Black Cauldron, this Villain's opponents have ways to get Gurgi's Sacrifice back in play throughout the game, making for an exciting clash each time!

GET DISNEY VILLAINOUS: DESPICABLE PLOTS TODAY!

Seize victory as one of our newest Villains with *Disney Villainous: Despicable Plots*, available February 28th at friendly local games stores everywhere!

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★ ★ ★ 1941 ★ ★ ★

RACE TO MOSCOW

★ ★ ★ ★ ★ ★ ★ ★

1941: RACE TO MOSCOW

AGS PHGA080..... \$99.95 | Available March 2021!

The armies have reached the outskirts of Moscow, but time is short. The tanks were replenished with the remaining supplies, but it was not enough to break the defenses. The army has marched hundreds of miles on the snow covered mud and barren ground, getting farther away than their supply bases can support. To this end the railroad was built to transport the supplies, but the enemy has blown the bridges and delayed the transports. Trucks were used to move munitions forward, but the frontline is still so far, and other armies are approaching Moscow to grab the glory for their commanders. They shall not win this race. The munitions will be transported along an alternative route bypassing the blocked tracks. Now the Luftwaffe itself will be crucial to overcome the defenses, but no matter what they must attack now. This could be the only chance to win the race to Moscow.

"Logistics is the ball and chain of armored warfare", said Heinz Guderian, German WWII general and tank commander. 1941: Race to Moscow is a game of logistical resourcefulness as well as relentless competitiveness, designed by Waldemar Gumienny, published by PHALANX, and distributed by Ares Games. Players assume the roles of quartermasters bound to enable their armies to advance eastward and reach their destination points before armies of their opponents do. The game is a prequel to 1944: Race to the Rhine board game, based on the historical events of the '44 Western Front campaign. Published in 2014 by PHALANX Games, the game was nominated for Golden Geek Awards in the Best Wargame category that year and got the third place in the Wargame category of Tric Trac d'Or 2015.



Focused on the '41 Eastern Front campaign, with the world's strongest army to beat and a difficult logistical puzzle to solve 1941: Race to Moscow brings the system to a completely new level. With much deeper and more demanding gameplay, as the Eastern Front logistics was a nightmare of horse wagon, truck, and train composed supply lines. What is more, the powerful enemy armies are just across the border, getting ready to launch a counter attack.

**PLAN AND EXECUTE
THE LARGEST MILITARY
CAMPAIGN IN HISTORY
ON THE TABLETOP**



"Operation Barbarossa", code-name for the German invasion of the Soviet Union, began the largest and most costly campaign in military history, in June 1941, and its failure was a key turning point of the Second World War. Logistics were the key to its failure or success, and this take on the subject has been quite recently made accessible to the wider public in the book "Operation Barbarossa and Germany's Defeat in the East", by David Stahel. This was the inspiration to PHALANX when looking for a successor of 1944: Race to the Rhine.

In 1941: Race to Moscow, the whole Operation Barbarossa is playable in 90 minutes, with an entirely unique game perspective and experience drawing from 1944: Race to the Rhine, but much deeper. Players take the role of quartermasters of three massive Army Groups, formed together from close to 200 divisions, all aimed at the centers of the Soviet Union — Moscow, Leningrad, and Rostov. The campaign itself was planned to be swift and daring, with a goal to reach the objectives before winter. But after the final push — Operation Typhoon — the invading troops reached the vicinity of Moscow and looked through binoculars at the Kremlin spires on one frosty December morning. And then, the Soviet counteroffensive began.

The players' job is to keep the logistics chain working, to make sure the speed of the Blitzkrieg is kept at the highest level and the goals are reached in time. That means they must supply fuel to the tanks, ammo to the guns, food to the troops, and fodder to the horses — yes, most of the German divisions used horse-drawn wagons.

Experience difficult tactical decisions and take part in the most challenging race of logistics. Do not linger any more: equip your troops wisely, pave ways for the most efficient supply chains, and prevent your armies from running on empty. Have a blitz on Moscow and have a blast playing the hottest game of logistics ever.

GAMES

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GAME TRADE MAGAZINE #255

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 255 \$3.99

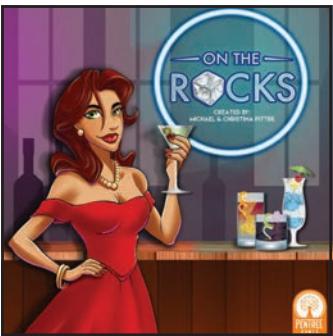
ART FROM PREVIOUS ISSUE

25TH CENTURY GAMES

ON THE ROCKS

In *On The Rocks*, players select 3-4 drink orders for each of the three rounds. Players then roll the dice and draft that number of marbles from the shaker bag. They then place the marbles in the centralized mixing area jiggers one at a time clockwise, then select one bowl. They then place all ingredients on their player board based off the recipe cards. The first player to complete all three orders will call "Last Call", triggering the endgame, with all players having one remaining chance to complete their final orders. Players add up their final score based off the drinks completed and tips earned, with an additional tip for completing all orders. Scheduled to ship in March 2021.

CGG 14000 \$44.99



ALLEY CAT GAMES



DICE HOSPITAL: COMMUNITY CARE EXPANSION

Dice Hospital: Community care is the new box with 3 expansions for the original game: *Dice Hospital*. Containing: The city expansion, the maternity expansion and the improvements expansion. The City Expansion: The intake phase is now replaced by a set of city tiles where players use their ambulances and paramedic tokens to collect patients. The Maternity Expansion: This expansion includes normal sized pink mother dice and smaller pink baby dice! The Improvements expansion: This expansion allows for almost unlimited customization! This expansion vastly increases the crunchiness of the game and is for players

who have played the original game "wanting more". Scheduled to ship in February 2021.

ACG 410015 \$44.99

APE GAMES

ISLAND SIEGE

Return to the high seas with the second edition of this APE Games classic. Build forts using the choicest stone, then have your colonists construct ships and buildings to improve your settlement. Send your fleet to destroy your opponents! Scheduled to ship in February 2021.

APE 1310 \$30.00



ARCANE WONDERS

AQUATICA: COLD WATERS EXPANSION

The waters of Aquatica has been prospering for centuries. But one day everything changed...Cold waters of the North Ocean rushed into warm waters of Aquatica because of underwater volcanoes eruptions. Immediate and strong climate changes brought unexpected consequences. Even 4 brave Sea-Kings, who started a fight for the Crown of Aquatica, didn't even pay attention to reports about weird creatures in the outskirts of the Empire... And so The Polar Invasion begins! The expansion *Aquatica: Cold Waters* consists of several modules. It includes all necessary components for the fifth

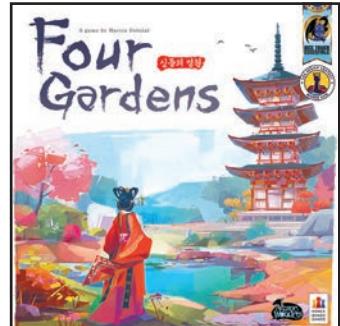
player, which can be used with the basic game, but also brings new type of locations, new cards of Oceans creatures, and alternative mechanic, replacing the goal-track in the basic game. Scheduled to ship in March 2021.

AWG TBA1 \$119.99

FOUR GARDENS

The goal of *Four Gardens* is to accumulate the most points on the score board by completing landscape cards and finishing sets. Each finished set creates a panoramic view of a garden, and these sets are called (no surprise) "panoramas". Players can finish panoramas by first laying groundwork cards, acquiring resources by turning the 3D pagoda, and allocating those resources to satisfy the requirements of each groundwork card. Once satisfied, a groundwork card becomes a landscape card. Multiple landscape cards laid in the correct order create a panorama. Each God has their own satisfaction meter which expresses their goodwill towards the gardens and their builders. Players try to please the Gods by completing landscape cards and finishing panoramas. Scheduled to ship in June 2021.

AWG AW08FG \$39.99



FURNACE

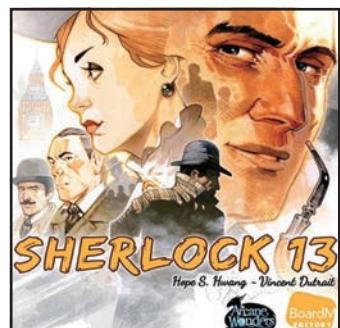
Furnace is an engine-building Eurogame in which players take on the roles of 19th-century capitalists building their industrial corporations and aspiring to make as much money as they can by purchasing companies, extracting resources, and processing them in the best combinations possible. *Furnace* also includes capitalist cards that contain unique effects, and if you want, you can choose to deal one out to each player at the start of the game. For an additional challenge, you can require players to create a "production chain", with each newly acquired company card being placed somewhere in that chain and locked in position for the remainder of the game. Scheduled to ship in September 2021.

AWG AW08FN \$34.99

SHERLOCK 13

Sherlock Holmes, John Watson, James Moriarty, Irene Adler, and other notorious characters have become the prime suspects of a serious crime! One of them is undoubtedly the criminal - but whom? Surely, with even Sherlock as a suspect, no one can be trusted! You must solve the case alone, deducing the true criminal with logic and wit. Hurry! For your fellow suspicious investigators are attempting to do the same!

AWG AW07SL \$17.99



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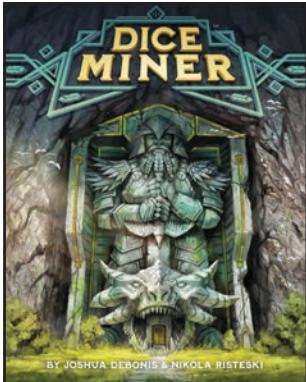
23



**VIRAL: THE HIVE EXPANSION**

Have you conquered the body in *Viral*? Are you ready to turn up the heat? The *Viral: The Hive* expansion introduces five asymmetric and highly thematic viral factions. In this expansion, each player starts with a new hive within the body from which to spread their influence and unlock new abilities for their viral faction. Scheduled to ship in June 2021.

AWG TBA2 PI

ATLAS GAMES**DICE MINER**

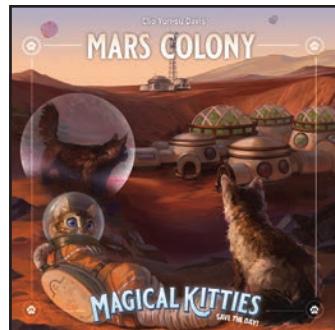
The Dwarves once lived beneath three mighty mountains. After centuries of war they defeated their age-old enemies the Dragons. Moving to the surface, the Dwarves built magnificent cities and won renown for their heartening beer. But now the Dragons have returned. The Dwarves must remember their roots, clear old tunnels, and return to ancient caverns while fighting their primeval foes. Scheduled to ship in April 2021.

ATG AG1480 \$29.95

**MAGICAL KITTIES SAVE THE DAY!
RPG: ALIEN INVASION**

The magical kitties in Happy Glade spend their lives like kitties in any other big city suburb. They laze in the sun, chase mysterious red dots, and occasional thwart alien invasions!

ATG AG3114 \$14.95

**MAGICAL KITTIES SAVE THE DAY!****RPG: MARS COLONY**

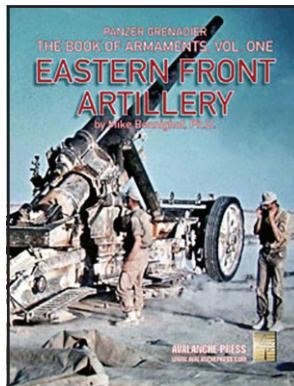
Let your kitty krew launch into a science fiction adventure with this hometown supplement! Troubles are tougher on the Red Planet. Living in the first colony on the Red Planet creates a lot of new problems for Humans and poses truly unique challenges for the magical kitties trying to help them!

ATG AG3116 \$14.95

AVALANCHE PRESS**PANZER GRENADIER: THE BOOK OF ARMAMENTS VOLUME ONE: THE EASTERN FRONT**

The Book of Armaments is all about artillery and related stuff, focused on the Eastern Front games (Fire in the Steppe, South Flank, Burning Tigers, Broken Axis, Gates of Leningrad) and thus on the Soviet, German and Romanian armies (including their related forces like Soviet Guards or German Waffen SS). Scheduled to ship in May 2021.

APL 0893 \$34.99

**BANDAI CO.****SPOTLIGHT ON****DRAGON BALL SUPER:
EXPANSION SET 17 SAIYAN
BOOST DISPLAY (8)**

Contains: 2x Unison Warriors 4 booster packs, 1x Battle Evolution Booster Pack, 1x Official six-sided die, 10x New Cards (5 types, x2 each) Scheduled to ship in January 2021. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

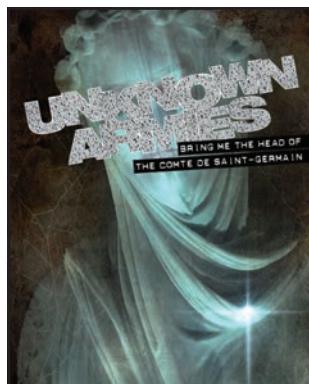
BAN 2572967 \$143.92

SPOTLIGHT ON**DRAGON BALL SUPER:
EXPANSION SET 18
NAMEKIAN BOOST
DISPLAY (8)**

Contains: 2x Unison Warriors 4 booster packs, 1x Battle Evolution Booster Pack, 1x Official six-sided die, 10x New Cards (5 types, x2 each) Scheduled to ship in January 2021.

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2572968 \$143.92

**UNKNOWN ARMIES RPG 3RD
EDITION: BRING ME THE HEAD OF
THE COMTE DE SAINT-GERMAINE**

Award-winning designer Greg Stolze returns to *Unknown Armies*, revealing some of the deepest secrets of the cult favorite. In 2003, the universe got rewritten and the Comte de Saint-Germain arguably the most important human to ever exist, the Once and Future Eschaton of the Invisible Clergy got his brain scrambled. Now the race is on to retrieve the huge stone religious bust in which some of his memories are locked up. That head was dug up and stuck in a museum in Quebec, but now there are at least two different groups looking to steal it, another looking to steal it from whoever steals it first, and a fourth that would rather the head stay right where it is. Scheduled to ship in February 2021.

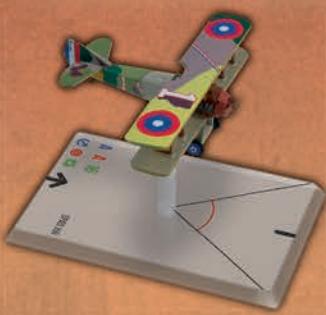
ATG AG6046 \$19.95

SPOTLIGHT ON**DRAGON BALL SUPER:
PREMIUM PACK SET 3 DISPLAY (8)**

The Dragonball Super Card Game: *Vicious Rejuvenation* Premium Pack features limited exclusive promo cards for the price of four booster packs!

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2544354 \$127.68



WGF101
SPAD XIII



WGF102
SOPWITH CAMEL



WGF103
ALBATROS D.VA



WGF104
FOKKER DR.I

FLY THE SKIES IN THE AGE OF THE KNIGHTS OF THE AIR!

The year is 1917. All across Europe, while men face a last-ditch battle in the mud of the trenches, colorful biplanes fly in the foggy sky, gallantly fighting each other as true "knights of the air".

Learn to play WW1 Wings of Glory with one or two **Duel Packs**. Expand the game and enjoy the full game system with the **WW1 Rules and Accessories Pack** and two or more **WW1 Airplane Packs** or **Special Packs**, each featuring a new miniature and its maneuver deck.

Find the complete collection of WW1 Airplane Packs, Special Packs and Accessories at
www.aresgames.eu/games/ww1-wings-of-glory-line.



[FACEBOOK.COM/ARESGAMES](https://www.facebook.com/aresgames)
ARESGAMES.EU

WGF002A
WW1 RULES AND ACCESSORIES PACK

Tsuro: Phoenix Rising

Light Your Path!

Calliope Games

www.CalliopeGames.com

**Game play
20-50 minutes**

**Ages
8+**

2-8 players

SPOTLIGHT ON**DRAGON BALL SUPER:
ULTIMATE DECK DISPLAY (6)**

The Dragonball Super Card Game Ultimate Deck includes an all foil deck for the first time ever in DBSCG history! This is a must-have for Dragonball Super Card Game fans! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2548033 \$119.94

SPOTLIGHT ON**DRAGON BALL SUPER: UNISON
WARRIORS - SET 3 BOOSTER
DISPLAY (24)**

The "rejuvenated" enemy force strikes back! Mechikabura from the Dark Empire and many more iconic characters come back "rejuvenated"! With the gathering of all seven shadow dragons, Omega Shenron finally makes its appearance! When they come back, they come back stronger... Characters that have "rejuvenated" join the game along with the new skill "Rejuvenation" bringing the battle to a next level! This expansion will introduce more characters from the Dragon Ball universe! Starting from the main characters of the Unison Warrior Series, the Shadow Dragons, Nuova, Rage and Oceanus Shenron make their first appearance! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2544353 \$95.76

BEADLE AND GRIMM'S**CLASS-SPECIFIC
DICE SET (5E)**

Scheduled to ship in April 2021.

**WARLOCK**

BGR B&GD13 \$20.00

**CLASS-SPECIFIC DICE SET
(PATHFINDER)**

Scheduled to ship in April 2021.

**ALCHEMIST**

BGR B&GD01 \$20.00

**CLASS-SPECIFIC DICE SET
(PATHFINDER AND 5E)**

Scheduled to ship in April 2021.

**BARBARIAN**

BGR B&GD02 \$20.00

**BARD**

BGR B&GD03 \$20.00

**CLERIC**

BGR B&GD04 \$20.00

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BGR B&GD14\$20.00



MONK
BGR B&GD08.....\$20.00



PALADIN
BGR B&GD09.....\$20.00



RANGER
BGR B&GD10.....\$20.00



ROLL INISH! INITIATIVE BEAN BAG SET
SA fun and simple way to track initiative at the gaming table. Compatible with almost all RPG systems including 5e and Pathfinder. Comes in its own carrying bag. Scheduled to ship in April 2021.
BGR B&GA01\$20.00

BLUE PANTHER



CENTAUR DICE TRAY
Featuring the stunning artwork of ChAZ, this Centaur themed dicetray will have you rolling your dice in style. Made of 3mm thick Birch Ply, the dice tray is portable, durable, and easy to assemble. Scheduled to ship in February 2021.
BPN 2023\$19.95

CHESSEX MANUFACTURING



GEMINI: 16MM D6 BLACK-WHITE/PINK DICE BLOCK (12 DICE)

Scheduled to ship in February 2021.
CHX 30044.....\$11.98



NOCTURNAL/BLUE

Scheduled to ship in February 2021.

NEBULA: 12MM D6 LUMINARY DICE BLOCKS (36 DICE)\$13.98
NEBULA: 16MM D6 LUMINARY DICE BLOCKS (12 DICE)\$9.98
NEBULA: 30MM W/PIPS LUMINARY D6 DICE\$13.98
NEBULA: LUMINARY SET OF TEN LUMINARY D10s\$9.98
NEBULA: POLYHEDRAL LUMINARY 7-DIE SET\$9.98



OCEANIC/GOLD

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NEBULA: 30MM W/PIPS LUMINARY D6 DICE\$13.98
NEBULA: LUMINARY SET OF TEN LUMINARY D10s\$9.98
NEBULA: POLYHEDRAL LUMINARY 7-DIE SET\$9.98



PRIMARY/BLUE

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NEBULA: 16MM D6 LUMINARY DICE BLOCKS (12 DICE)\$9.98
NEBULA: 30MM W/PIPS LUMINARY D6 DICE\$13.98
NEBULA: LUMINARY SET OF TEN LUMINARY D10s\$9.98



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**RED/SILVER**

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NEBULA: 12MM D6 LUMINARY DICE BLOCKS (36 DICE)
 CHX 27954 \$13.98
NEBULA: 16MM D6 LUMINARY DICE BLOCK (12 DICE)
 CHX 27754 \$9.98
NEBULA: 30MM W/PIPS LUMINARY D6 DICE
 CHX DN3054 PI
NEBULA: POLYHEDRAL LUMINARY 7-DIE SET
 CHX 27554 \$9.98
NEBULA: LUMINARY SET OF TEN LUMINARY D10s
 CHX 27354 \$13.98

**WISTERIA/WHITE**

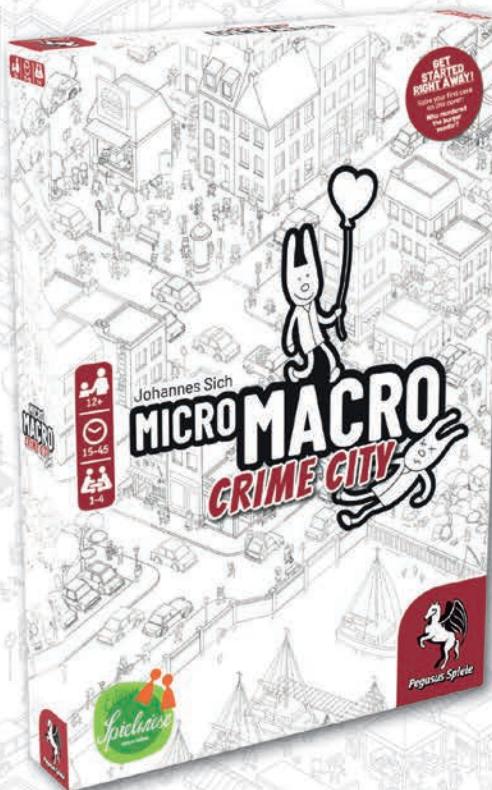
Scheduled to ship in February 2021.
NEBULA: 12MM D6 LUMINARY DICE BLOCKS (36 DICE)
 CHX 27945 \$13.98
NEBULA: 16MM D6 LUMINARY DICE BLOCK (12 DICE)
 CHX 27745 \$9.98
NEBULA: 30MM W/PIPS LUMINARY D6 DICE
 CHX DN3045 PI
NEBULA: POLYHEDRAL LUMINARY 7-DIE SET
 CHX 27545 \$9.98
NEBULA: LUMINARY SET OF TEN LUMINARY D10s
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CVB 281113-0864\$15.49



**COMBINED ARMY
BOOSTER PACK BETA**
CVB 281609-0860\$45.49



**NA2 AIDA SWANSON,
SUBMONDO SMUGGLER
(SUBMACHINE GUN)**
CVB 280751-0861\$15.49



O-12 BOOSTER PACK BETA
CVB 282010-0863\$40.99



**SALVORA TECHNOPOLE SCENERY
EXPANSION PACK**
CVB 285068\$27.59

CROWD GAMES



WINTER QUEEN

In one faraway land, there is always winter. Once a year Winter Queen announces a special competition for her court sorcerers. Using enchanted crystals they create magical ornaments and the Queen pays for them with golden coins. The one to collect the most coins till the end of the competition is to become the next Queens advisor. In the abstract family game *Winter Queen*, you take on the roles of Winter Queen's sorcerers, creating magical ornaments out of enchanted crystals. Scheduled to ship in April 2021. CGA 05000\$39.00



DECK-BUILDING GAME INJUSTICE

DC COMICS DBG: INJUSTICE

Two to Five players take the roles of various Insurgency and Regime parallel universe characters to battle for dominance. Scheduled to ship in September 2021. CZE 29019\$39.99

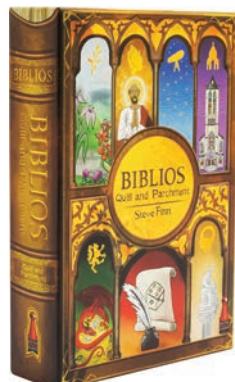
DEVIR GAMES

CRAZY FISHING

On a great summer morning, you head to your favorite breakwater, hoping to enjoy a nice and relaxing day of fishing. But the sun barely rises over the horizon and other fishermen already occupy your favorite place! You accept the challenge and you swear that you are going to surpass all the others! *Crazy Fishing* is a game for two or more fishermen who compete to catch the biggest fish in the whole sea. Try to catch more and bigger fish than other players, to be the player with the most points, wins the game. Scheduled to ship in March 2021. DVR DEVCRAZYFISHING\$19.99



DR FINN'S GAMES



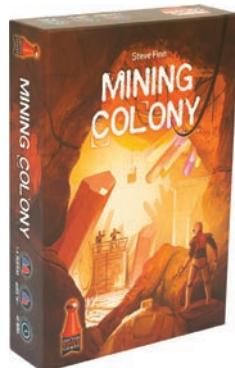
BIBLIOS: QUILL AND PARCHMENT

A "roll and write" version of the popular *Bibilius*. The life of a monastic scribe is not easy. Every day you spend long hours in the monastery copying books, praying, and performing tasks. Through hard work and prayer, earn the abbot's trust and display your dedication to the pious life. Scheduled to ship in March 2021. DFG 0071\$25.00



NANGA PARBAT

The Sherpa people are known for their exquisite mountaineering skills and often used that knowledge to be effective guides to explorers on mountaineering expeditions. In this game, you are a member of the Sherpa community that is establishing base camps on Nanga Parbat for foreign explorers. While there, you will also trap animals for food and clothing. Scheduled to ship in March 2021. DFG 0051\$23.00



MINING COLONY

Your home world is running low on resources. To survive, you send teams of workers to a nearby resource-rich planet, but one with a harsh and inhospitable environment. Will your teams outperform the others to build the best mining colony? Scheduled to ship in March 2021. DFG 0041\$25.00



THE BUTTERFLY GARDEN 2ND EDITION

Help save endangered butterflies! Construction projects in your city are disrupting the natural butterfly habitat. Capture butterflies and deliver them to protected butterfly gardens in local zoos, botanical gardens, and museums. Scheduled to ship in March 2021. DFG 0061\$23.00



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FAÇADE GAMES

**BRISTOL 1350**

The dreaded Black Death has descended upon the town of Bristol. You are racing down the streets, desperate to escape into the safety of the countryside. If your cart is the first out of town you and your cart-mates win! Or do you? Some villagers on your cart may secretly already have the plague. If you leave town with a plagued villager on your cart, you will catch the plague and lose! What will you do to make sure that doesn't happen? *Bristol 1350* is a light strategy and social deduction game for 1-9 players. Scheduled to ship in May 2021.

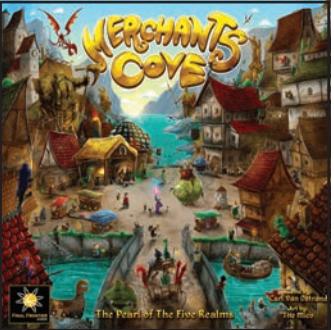
FCD BRS1001.....\$24.99

FINAL FRONTIER GAMES

**DRAWN TO ADVENTURE**

In *Drawn to Adventure*, you and up to three other adventurers will embark on an epic journey across the Five Realms, where you can use your skills and abilities to slay monsters and complete quests. You will have the chance to earn many rewards, such as mana to activate special powers; experience to level up your character; andof courseglorious treasure! *Drawn to Adventure* is a campaign-driven, roll-&write game. So grab your mighty pen and come along; fame and fortune await those who are truly Drawn to Adventure! Scheduled to ship in April 2021.

FFN 5007.....\$29.00

**MERCHANTS COVE**

Welcome ashore! *Merchants Cove* is a highly asymmetrical eurogame where each player assumes the role of a different fantasy merchant with a unique shop. The merchants contend to sell their goods to the arriving adventurers at the coves piers the most famous markets in the Five Realms. Each player uses their own set of role-specific components and gameplay mechanisms to produce their goods, increase their shops efficiency, andmost importantly get rich! Scheduled to ship in April 2021.

FFN 5001.....\$79.00

**MERCHANTS COVE:
THE DRAGON RANCHER**

Dragons are the hottest steeds in demand and you, Dwelma Draketoofth, have the market cornered. As a seventh-generation dragon rancher, your last name is associated with the most sought-after serpents in the 5-Realms. Do you have what it takes to maintain the ranch and the Draketoofth Dragons pedigree? *The Dragon Rancher* is a new merchant you can play as. It is centered around a mix of bag-building and mancala-style mechanisms, where you draw food and drop it on your board, piece by piece. Once food is placed, the young dragons can follow the trailsand grow bigger with every bite! Scheduled to ship in April 2021.

FFN 5005.....\$24.00

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MERCHANTS COVE: THE INNKEEPER

As Mr. Nasty, the infamous innkeeper, you give customers a simple promise: a stiff drink, soft bed, and swift kick in the pants for those who start trouble. You won't sell large goods at the piers like other merchants in town. Instead, you'll offer room and board to tired adventurers after the markets close for the day. But space is limited and customers are fussy the last thing you want is folks yapping about a bad experience. *The Innkeeper* is a new merchant you can play as. It is centered around a speculation game, where you try to prepare rooms for the most common adventurers in play at the end of each round. If you plan well and satisfy your guests, you can yield an ever-increasing income. However, if you fail, you can expect brawls to break out which can hurt your business! Scheduled to ship in April 2021.

FFN 5003.....\$24.00



MERCHANTS COVE: THE SECRET STASH

The Secret Stash is a treasure trove of goodies that can be added to Merchants Cove. It features a variety of modular expansions you can mix and match to create fresh experiences. It also introduces new content for playing solo: a book of 12 thematically-driven scenarios, and a deck of solo challenge cards. 1 Dragon Island Festival tile - 4 Halls of Plenty tiles - 1 Lair of Villainy tile - 5 Faction Leader meeples - 3 3D cardboard Boats - 8 Boat setup cards - 11 Rogue cards - 8 Grey Rogue Goods - 12 Corruption cards - 48 Townsfolk cards - 12 solo Challenge cards - 36-page solo Scenarios book Scheduled to ship in April 2021.

FFN 5002.....\$24.00



OUT OF THE ABYSS - MAP SET (23' X 16', 20' X 16')

GF9 72804.....\$30.00

DUNGEONS & DRAGONS

THE LEGEND OF DRIZZT - COMPANIONS OF THE HALL (4 FIGS)

GF9 71103.....\$40.00

THE LEGEND OF DRIZZT - DRIZZT AND GUENHWYVAR (2 FIGS)

GF9 71089.....\$20.00

GATE KEEPER GAMES

ECLIPSE DICE

Scheduled to ship in February 2021.



BROTHERHOOD

GKG E0310.....\$15.95



CORONA

GKG 0450.....\$15.95



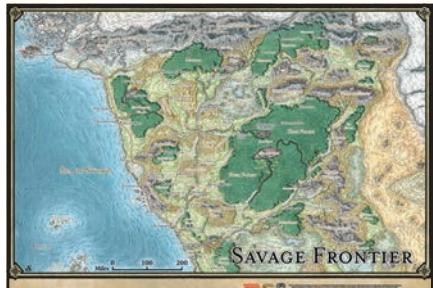
DEEPEST DREAM

GKG 0380.....\$15.95

GALE FORCE NINE

DUNGEONS & DRAGONS RPG

Scheduled to ship in March 2021.



FORGOTTEN REALMS - SAVAGE FRONTIER MAP (31' X 21')

GF9 72798.....\$30.00



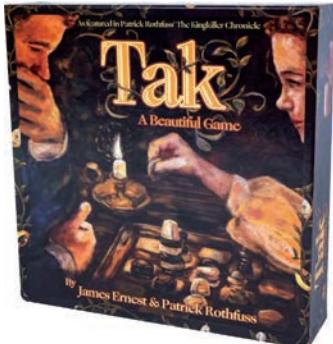
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ELF KING
GKG E0290 \$15.95

GREATER THAN GAMES



KILL DOCTOR LUCKY: 24 3/4TH ANNIVERSARY EDITION

Welcome to Lucky Mansion, a sprawling country estate filled with unusual weapons, good hiding places, and craven killers. Killers like you. The object? To kill Doctor Lucky. The obstacles? For one thing, all your friends would rather do it first. For another, Doctor Lucky is aptly named. You would think that after being stabbed, poisoned, and poked in the eye, the old man would be long gone. But it's been nearly 25 years since folks first started trying to kill him, and he keeps coming back stronger than ever. Scheduled to ship in March 2021.

GTG KDRL-CORE \$39.95

TAK - A BEAUTIFUL GAME

Tak is a beautiful game with simple rules and deep strategy. Two players take turns either adding one of their pieces to the board or moving a piece or a stack under their control. The goal is simple: make a road of your color connecting opposite sides of the board. Building on classic games such as Chess, Mancala, and Go, *Tak* joins a long tradition of games that take minutes to learn and a lifetime to master. With variable board sizes from 3x3 to 6x6, *Tak* offers challenges and excitement for players of all skill levels.

GTG TAKB-CORE \$59.95

IELLO



CATAPULT KINGDOMS

Two households, the Chauforts and the Cunningfields, both alike in dignity, in their fair kingdoms. If only there wasn't that ancient grudge. Build your castle, set up your troops, load your catapults and use your cunning tactics to conquer the floor! Knock down all your opponent's troops to win! Scheduled to ship in March 2021.

IEL 51798 \$39.99

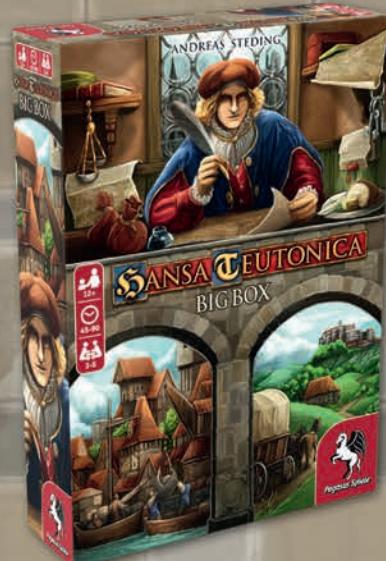
KHÔRA

You are the ruler of a resplendent city in Ancient Greece. It is up to you to develop it faster and better than your opponents! You can make many political choices in each round: Philosophy, Legislation, Culture, Trade, Military. That will shape the future of your City! Optimize your dice roll, collect taxes, send your army colonize foreign lands, unlock achievements, and make sure your City will shine throughout the whole of Greece! An intense and deep civilisation game! Scheduled to ship in March 2021.

IEL 51751 \$54.99



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**BEST SELLER!****BATMAN: THE ANIMATED SERIES—
ROGUES GALLERY**

Defeat the Batman to rule the city! Gotham City's coffers are ripe for the robbing, but one thing stands in the way of the city's supervillains—the reviled Batman. It's time someone finally took out that nuisance! Choose your favorite villain, then go on crime sprees, steal powerful upgrades, recruit nefarious accomplices, and race to complete your master plan and be the first to defeat the World's Greatest Detective!



IDW 01658.....\$34.99

DESIGNER: SEN-FOONG LIM & JESSEY WRIGHT
ARTIST/COVER: CHRIS FENOGLIO, JACK LAWRENCE, DARIO BRIZUELA, MARCELO FERREIRA & TABLETAFFY**AVAILABLE NOW!****TONARI**

The small island of Kuchinoshima has been hit by a terrible storm, leaving the village with only a single fishing boat. Each hoping to prove themselves the village's best fisherman, 2-4 players take turns moving the boat marker around the island, collecting any fish tiles they land upon. At the end of the day, the player with the best haul wins, but there's a twist—each player's score is added to their left neighbor's score before determining the winner!



IDW 01656.....\$29.99

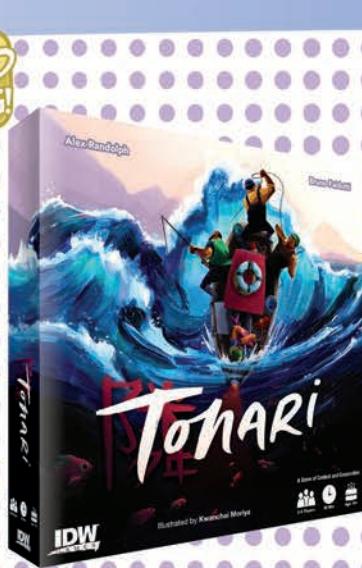
AVAILABLE NOW!**BEST SELLER!****BATMAN: THE ANIMATED SERIES—
GOTHAM CITY UNDER SIEGE**

Batman: The Animated Series—Gotham City Under Siege has you and up to 4 of your friends playing as Batman and his trusted allies. In each round you'll face off against a set of story cards all inspired by the first season of *Batman: The Animated Series* and roll a pool of dice to complete actions. You'll need to balance between cleaning up the streets of Gotham City and completing story missions in order to protect the city. Let too many civilians fall or buildings be destroyed, and there will be nothing left for Batman to protect!

- Patrol the city streets or prepare to attack from the rooftops of the 3D city.
- Play cards and spend dice to use heroic combat abilities or solve mysteries.
- Defeat deadly story cards, clear the streets of henchmen, and defeat the villainous bosses!
- Features 5 highly detailed miniatures.



IDW 01537.....\$49.99

DESIGNER: RICHARD LAUNIUS & MICHAEL GUGLIANO
ARTIST/COVER: MATT FERGUSON & TABLETAFFY**AVAILABLE NOW!****AWARD WINNING!**



GAMES

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FAN
FAVORITE!

HOSTBUSTERS: BLACKOUT

Suffering from a city-wide blackout and an onslaught of ghosts, it's up to the Ghostbusters to quell the chaos and bust those ghosts! Fully cooperative, players allocate dice to bust ghosts, buy upgrades, and move around the city in a game that will have players wishing for just one more die!

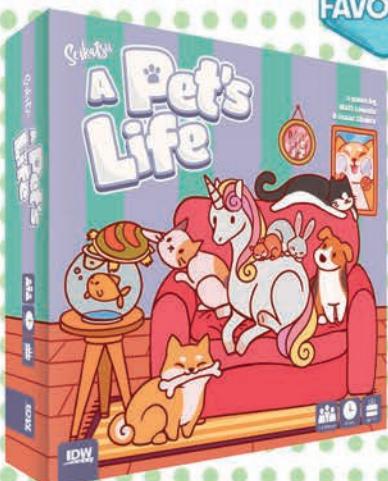
- The Ghostbusters are out to bust familiar faces and foes after a city-wide blackout allows all the ghosts in their containment unit to escape!
- A terrifyingly tough threat management game, players travel all over New York City to bust baddies and keep the mass hysteria to a minimum.



IDW 01678.....\$39.99

DESIGNER: JON COHN
ARTIST/COVER: DAN SCHOENING

AVAILABLE NOW!



FAMILY
FAVORITE!

SEIKATSU: A PET'S LIFE

A family-friendly update to the hit tile-laying game! As adorable pets are placed around a living room board, players score by matching cute animals. As the room fills with pets, players will need to change their focus to the color of the pillows the pets are laying on because additional points are scored on the number of matching pillows they have in their rows.

- A new family-friendly theme for the original hit game.
- Dual-scoring tiles require you to change strategies mid-game as the board is filled.
- An easy-to-learn and quick-to-play game with a unique scoring system.



IDW 01827.....\$29.99

AVAILABLE NOW!



BEST!
SELLER!

MUNCHKIN TEENAGE MUTANT NINJA TURTLES DELUXE

Teenage Mutant Ninja Turtles blends the humor and gameplay of Munchkin with the enemies and "team-up" themes of the iconic Teenage Mutant Ninja Turtles comics.

- Officially licensed game based on the fan favorite comic book series and Munchkin card game!
- A must-play for any Munchkin fan, Munchkin TMNT puts a radical spin on the classic Munchkin rules.
- Includes a mounted level tracker and 6 standees featuring artwork by TMNT co-creator Kevin Eastman!



IDW 01575.....\$29.95

DESIGNER: STEVE JACKSON GAMES AND JON COHN
ARTIST/COVER: KEVIN EASTMAN AND TADD GALUSHA

AVAILABLE NOW!

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SPOTLIGHT ON

**YU-GI-OH! TCG: LIGHTNING OVERDRIVE BOOSTER DISPLAY (24)**

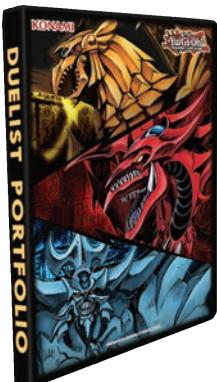
Lightning Overdrive is poised to shock the Dueling world and reinvigorate not one, but TWO beloved monsters from the worlds of the Yu-Gi-Oh! animated series! First, Number 39: Utopia from Yu-Gi-Oh! ZEXAL gets a brand-new version of its upgraded Number C39: Utopia Ray form! Alongside comes a new suite of supporting cards that help you Summon Utopia as well as fetch ZW monsters and Rank-Up-Magic Spells out of your Deck. After that, *Lightning Overdrive* rewinds time to Yu-Gi-Oh! 5Ds, and introduces a new upgraded form of Akiza's beloved Black Rose Dragon! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 85276.....\$95.76

YU-GI-OH! TCG: JUNE 2021**9-POCKET PORTFOLIO**

Master the power that was lost millennia ago with the legendary Egyptian Gods! Slifer the Sky Dragon, Obelisk the Tormentor, and The Winged Dragon of Ra return in unparalleled glory with their artwork united on the June 2021 9-Pocket Duelist Portfolio! Each *Duelist Portfolio* includes 10-pages with 9 pockets per page, allowing you to display up to a total of 180 cards! Built with a side loading design, you will also get an extra layer of protection for your cards. Theres no better way to show off your collection!

KON 85303.....\$9.99

**YU-GI-OH! TCG: JUNE 2021 CARD CASE**

Master the power that was lost millennia ago with the legendary Egyptian Gods! Slifer the Sky Dragon, Obelisk the Tormentor, and The Winged Dragon of Ra return in unparalleled glory with their artwork united on the June 2021 Card Case! Each Card Case can fit a full Main, Side, and Extra Deck for a total of 70 sleeved cards. It also includes a special divider featuring the outside design. Theres no better way to protect your Deck while youre on the go!

KON 85301.....\$4.99

**YU-GI-OH! TCG:
JUNE 2021 GAME MAT**

Master the power that was lost millennia ago with the legendary Egyptian Gods! Slifer the Sky Dragon, Obelisk the Tormentor, and The Winged Dragon of Ra return in unparalleled glory with their artwork united on the June 2021 Game Mat! This full-sized, rubber Game Mat is the same size as Game Mats used as prizes in various Konami sanctioned events, so it is perfect to Duel your way to the top. Made with high-quality materials, your Dueling experience will be as smooth as possible!

KON 85306.....\$14.99

YU-GI-OH! TCG: JUNE 2021**SLEEVES PACK (50)**

Master the power that was lost millennia ago with the legendary Egyptian Gods! Slifer the Sky Dragon, Obelisk the Tormentor, and The Winged Dragon of Ra return in unparalleled glory with their artwork united on the June 2021 Card Sleeves! Each pack contains 50 sleeves designed to meet tournament regulation standards. Theres no better way to protect your cards during a Duel!

KON 85299.....\$3.99

**LUMINARY GAMES****IVION - THE HERO CRAFTING CARD GAME (STAND-ALONE OR EXPANSION)**

Scheduled to ship in June 2021.

**THE KNIGHT AND THE LADY**

The *Invoker* is an inferno in human form, spreading uncontrollable devastation in his wake. He rips magic from the earth, bending and abusing it to suit his singular need: Power. The *Archmage* is a peerless master of the arcane, creating and destroying on a cosmic level. He can split the sky with a word, or lay waste with a dismissive wave. Play out the brutal climax to an epic story in *IVION*, an immersive 2 player experience. Craft your hero and reach for glory!

LMG IV002KL.....\$39.99

**THE HOUND AND THE HARE**

The *Saint* has no need to hide behind dirty tactics, illusions, or other such indignities. He wades justly into battle, wielding a greatsword forged of holy light. The *Illusionist* toys with those around her, dragging them further and further from what they know to be real. Against her there is no room for doubt, and any falter of sanity could prove lethal. Play out the brutal climax to an epic story in *IVION*, an immersive 2 player experience. Craft your hero and reach for glory!

LMG IV002HH.....\$39.99

THE SUN AND THE STARS

The *Errant* fights with the intensity and recklessness of a warrior whose name is not yet etched in history. Though he is an honored knight, he knows that fighting is not some sanctimonious ritual, but a bloody, violent affair. The *Enchantress* uses her apostate magic to make fools of the most disciplined of minds. Her lips are poison; her smile a spider's web. She has reduced the act of crushing wills to a touch, a glance, a whisper. Play out the brutal climax to an epic story in *IVION*, an immersive 2 player experience. Craft your hero and reach for glory!

LMG IV002SS.....\$39.99

MANTIC ENTERTAINMENT**TERRAINCRATE**

Scheduled to ship in February 2021.

**ANCIENT COLUMNS**

MGE MGTC169.....\$4.99

**HOLY TOME**

MGE MGTC171.....\$4.99



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**NOBLE'S FINERY**

MGE MGTC174.....\$4.99

**ROYAL THRONES**

MGE MGTC173.....\$4.99

**PLAZA FOUNTAIN**

MGE MGTC172.....\$4.99

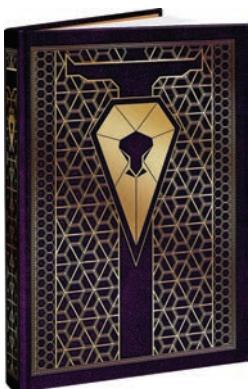
**SACRED ALTAR**

MGE MGTC170.....\$4.99

MODIPHIUS**SPOTLIGHT ON****DUNE RPG: CORE RULEBOOK**

The Dune: Adventures in the Imperium roleplaying game takes you into a far future beyond anything you have imagined, where fear is the mind killer so be sure to keep your wits about you. The Imperium is a place of deadly duels, feudal politics, and mysterious abilities, noble Houses politic constantly for power, influence, and vengeance in a universe where a blade can change the fortunes of millions. Build your House, carve your place in the universe or rebuild an ancient lineage and fight for the Imperial throne. Scheduled to ship in April 2021.

MUH 052162\$59.99

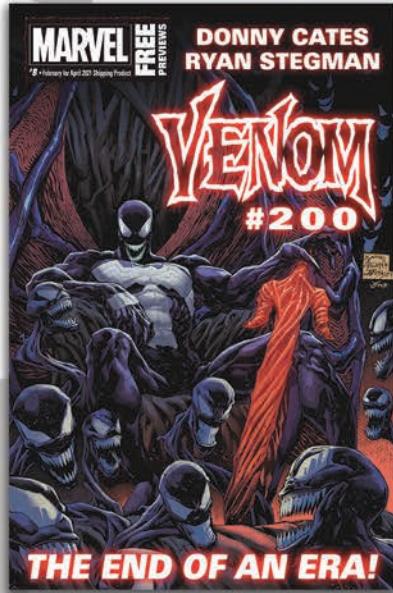
**DUNE RPG: CORRINO COLLECTOR'S EDITION CORE RULEBOOK**

The Dune: Adventures in the Imperium roleplaying game takes you into a far future beyond anything you have imagined, where fear is the mind killer so be sure to keep your wits about you. The Imperium is a place of deadly duels, feudal politics, and mysterious abilities, noble Houses politic constantly for power, influence, and vengeance in a universe where a blade can change the fortunes of millions. Build your House, carve your place in the universe or rebuild an ancient lineage and fight for the Imperial throne. Whoever you choose to be, remember that those that control the spice control the universe. Scheduled to ship in April 2021.

MUH 052165\$109.99

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**DUNE RPG: DICE SET - ARRAKIS**

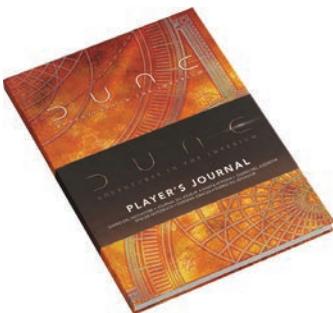
A beautiful set of custom dice, spot wormsign on these sand colored dice and bring the power of the Makers to your *Dune: Adventures in the Imperium* game. Pack contains five twenty-sided dice. Scheduled to ship in April 2021.

MUH 052171 \$19.99

**DUNE RPG: GAMEMASTER'S TOOLKIT**

The Imperium is a place of mystery, and only Shai Hulud truly understands the shifting tides of the desert sand. Protect your secrets with the official *Dune: Adventures in the Imperium* Gamemaster's Screen, a high-quality multi-panel portrait format screen that features plenty of content to control the greatest power in the universe. This four-panel decorated screen includes a 32-page booklet offering all manner of gamemaster support. The perfect way to build your story and perhaps even your legacy on the dunes of Arrakis. Scheduled to ship in April 2021.

MUH 052168 \$34.99

**DUNE RPG: PLAYER'S JOURNAL**

Even as this thought flicked through her mind, she was bending to seek out the hidden message. It had to be there. The visible note contained the code phrase every Bene Gesserit not bound by a School Injunction was required to give another Bene Gesserit when conditions demanded it: "On that path lies danger." Secrets are the most powerful weapons in the Imperium. Codes and messages are hidden among the most innocuous glance or most casual sentence. The secrets you learn might save your life, or your House, so they are best kept careful track of. An elegantly designed 160-page journal to record your adventures on Arrakis. Scheduled to ship in April 2021.

MUH 052167 \$19.99

MONSTER FIGHT CLUB**CYBERPUNK RED RPG**

Scheduled to ship in March 2021.

COMBAT ZONERS C

MFC 33014 \$20.00

**GENERATION RED A**

MFC 33009 \$20.00

**GENERATION RED B**

MFC 33010 \$20.00

**ROCKERBOYS A**

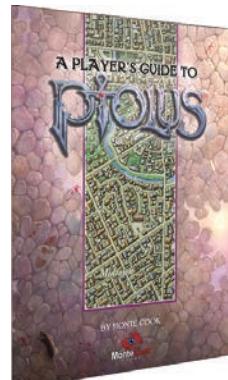
MFC 33011 \$20.00

TRAUMA TEAM A

MFC 33012 \$20.00

TRAUMA TEAM B

MFC 33013 \$20.00

MONTE COOK GAMES**PTOLUS: A PLAYER'S GUIDE TO PTOLUS**

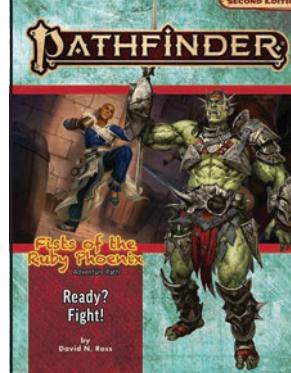
This 32-page guide is designed to introduce you as a player to the fundamentals of Ptolus, so that you can create and run a character with plenty of knowledge about the world. The city is rich enough in detail that it's difficult to absorb it all at once, so keep this information handy to reference while you play in a Ptolus campaign and be prepared to discover that what you learn in these pages is only the very briefest of overviews. Scheduled to ship in April 2021.

MKG 268 \$17.99

PAIZO PUBLISHING**PATHFINDER RPG: ADVENTURE****PATH - FISTS OF THE RUBY PHOENIX****PART 2 - READY? FIGHT! (P2)**

Ready? Fight! is a Pathfinder adventure for four 15th-level characters. This adventure continues the Ruby Phoenix Tournament Adventure Path, a three-part monthly campaign in which the players compete in Golarion's most amazing fighting tournament. This adventure also includes lore of the monstrous kaiju that dwell in the world's darkest corners, a gazetteer of the eastern trading metropolis of Goka, and a roster of new monsters. Scheduled to ship in May 2021.

PZO 90167 \$24.99

**PATHFINDER RPG: FLIP-MAT CLASSICS - TWISTED CAVERNS**

Whether your party is venturing into a maze of twisty passages or escaping from the creature that dragged them to the center of its distressingly bone-strewn lair, no Game Master wants to spend time drawing every narrow cave tunnel and dead end. Fortunately, with Paizo's latest *Pathfinder Flip-Mat Classics*, you don't have to! This line of gaming maps provides ready-to-use fantasy set pieces for the busy Game Master. Full of beautiful details, including a fungus-infested cave and a spiraling descent, this double-sided map makes the perfect setting for encounters in the dark and dark! Scheduled to ship in May 2021.

PZO 31034 \$14.99

**PATHFINDER RPG: FLIP-TILES - URBAN WATERFRONT EXPANSION**

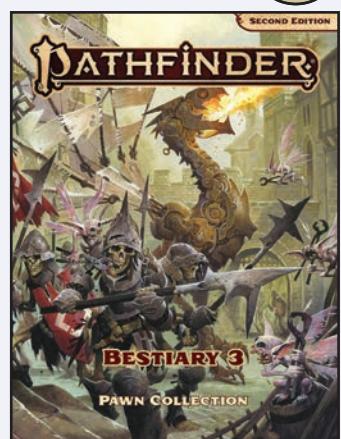
A city's waterfront is often the heart of its trade, and that makes it the perfect place for smugglers and criminals to hide! *Flip-Tiles: Urban Waterfront Expansion* provides beautifully illustrated 6 by 6 map tiles that can be used to expand your city's waterfront with a variety of piers, boardwalks, canals, and lighthouses. Inside, you'll find 24 richly crafted, double-sided map tiles. This expansion set, along with *Pathfinder Flip-Tiles: Urban Starter Set*, allows you to create sprawling city maps quickly! So, stop your sketching and start your flipping today. Scheduled to ship in May 2021.

PZO 4090 \$19.99

SPOTLIGHT ON**PATHFINDER RPG: PAWNS - BESTIARY 3 PAWN COLLECTION (P2)**

The *Pathfinder Bestiary 3 Pawn Collection* collects the monsters found in *Pathfinder Bestiary 3* and are perfect for use with the *Pathfinder Roleplaying Game* or any fantasy RPG. This collection presents beautiful full-color images of a wide array of new nasties, including more than 300 monsters such as dragons, clockworks, demons, devils, hags, kami, ouroboros, sprites, titans, valkyries, and more! Printed on sturdy cardstock, each pawn slots into a size-appropriate plastic base from the *Pathfinder Pawns Base Assortment*, making them easy to mix with traditional metal or plastic miniatures. Scheduled to ship in May 2021.

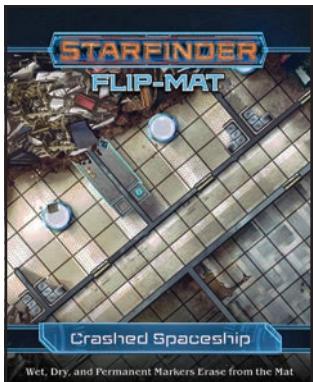
PZO 1043 \$39.99





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STARFINDER RPG: FLIP-MAT - CRASHED STARSHIP

Whether the heroes are combing through an interstellar shipwreck for valuable salvage or survivors escaping the ruins of their own demolished vessel, no Game Master wants to spend time drawing every hull breach and crumpled bulkhead. Fortunately, with Paizo's latest *Starfinder* Flip-Mat, you don't have to! This line of gaming maps provides ready-to-use science-fantasy set pieces for the busy Game Master. This double-sided map features a starship crash site and its surroundings on one side and the damaged interior of the starship on the other. Scheduled to ship in May 2021.

PZO 7325 \$14.99



STARFINDER RPG: GALAXY EXPLORATION MANUAL HARDCOVER

The worlds of infinite space are yours to discover with the *Galaxy Exploration Manual*! This all-new *Starfinder* rules expansion hardcover for players and Game Masters focuses on trailblazing, exploration-based play across an expansive variety of unusual planets packed with deadly dangers and thrilling possibilities for adventure! Scheduled to ship in May 2021.

PZO 7116 \$39.99



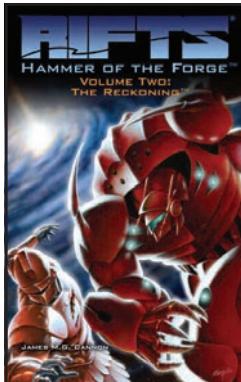
PALLADIUM BOOKS



RIFTS: HAMMER OF THE FORGE VOLUME ONE - THE COSMO-KNIGHT

The fabric of space and time is torn asunder, and Earth becomes a nexus a gateway to countless alien worlds and the forces of magic and the supernatural. Thus begins the saga of Rifts. Becoming a Cosmo-Knight is something children across the Three Galaxies dream about. But for Caleb Vulcan of Earth, the stories of the Cosmic Forge are unknown. As he teeters at a crossroads, he has no idea what is speaking to him nor the power of the choice he is about make. Join Caleb on his adventures across the Megaverse, visit Phase World and meet an eclectic range of people from True Atlanteans and Space Wulfen to the Kreeghor and Cosmo-Knights.

PAL 0306 \$13.99



RIFTS: HAMMER OF THE FORGE VOLUME TWO - THE RECKONING

The continuing adventures of Cosmo-Knight Caleb Vulcan carry our hero across space and time to be pitted against one enemy after another. The first is the wicked Royal Kreeghor, Geryon, commander of the Shadowstar, a dreadnaught rumored to carry a star-slaying weapon capable of snuffing out entire solar systems. Then Caleb must once again face the mad Elf, Elias Harkonnen. A soulless psychopath who quit the Invincible Guardsmen because they did not offer him enough opportunities to kill people. A mad dog who relishes the thought of adding a Cosmo-Knight to his list of illustrious victims.

PAL 0307 \$14.99

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IT'S A SMUGGLER'S BOUNTY!

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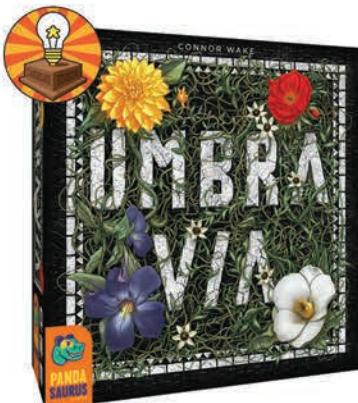


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PANDASAURUS GAMES



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UMBRA VIA

- Winner of the 2019 Cardboard Edison award.
- Secretly bid on tiles to build and control the board
- A game of balance and anticipation!

RELEASES MARCH 17!



PAN202011 \$39.95

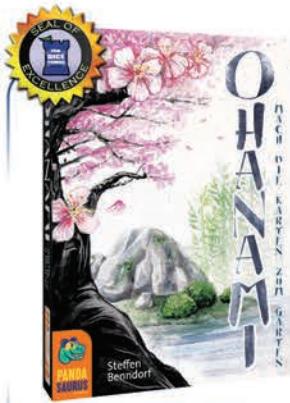
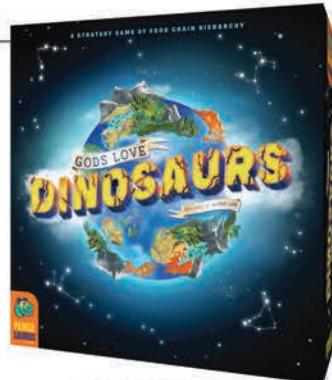


GODS LOVE DINOSAURS

- From the designer of Magic Maze.
- Fun domino-like tile-laying.
- Control a food-chain from top to bottom!

NOW AVAILABLE!

PAN202016 \$39.95



OHANAMI

- Unique drafting set collection game!
- A new-classic card game!
- A best seller in Germany and France!

NOW AVAILABLE!



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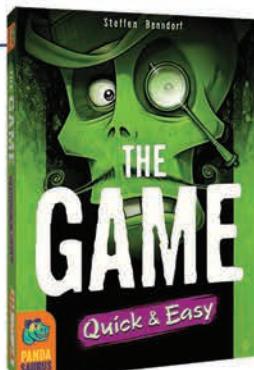


TAMMANY HALL

- The best seller is back!
- Fun negotiation game.
- Great player interaction!
- Top 400 strategy game on Board Game Geek.

NOW AVAILABLE!

PAN202012 \$49.95



THE GAME: QUICK & EASY

- Standalone follow up to the best seller!
- Easier to teach, new unique gameplay.
- Fun new family-friendly art!

NOW AVAILABLE!



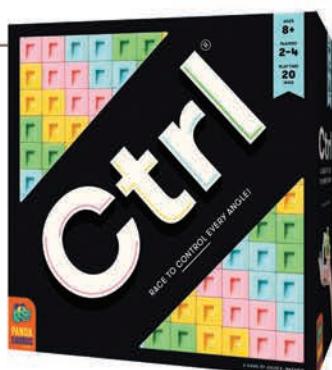
PAN202014 \$14.95

CTRL

- A great fit for the whole family.
- 3D area-control!
- Cover your friends' cubes before they cover yours

NOW AVAILABLE!

PAN202007 \$24.95





NOW ONLY
\$59.95

DINOSAUR ISLAND

- Hit title—over 50,000 sold.
- Build and manage your own dinosaur park—but manage customer casualties!
- Now includes THREE different types of dino meeples!

BACK IN STOCK!



PAN201703 \$59.95



MACHI KORO 5TH ANNIV. EDITION

- Global smash hit — over one million sold.
- Build your own city, collect money when dice roll.
- Spiel des Jahres nominee.

NOW AVAILABLE!

MACHI KORO
5TH ANNIVERSARY EDITION



PAN201821 \$29.95



SONORA

- Flick discs into the right quadrant to score points on your dry erase sheet!
- Stunning art and exciting player interaction.
- A blast for both families and gamers!

NOW AVAILABLE!



PAN202005 \$29.95



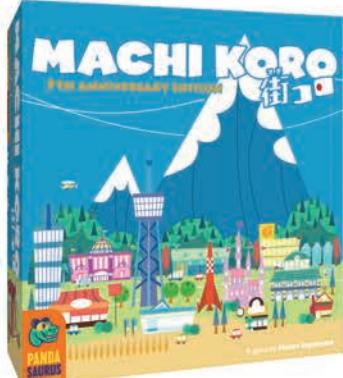
THE GAME

- Global sensation — 1.3 million units sold!
- This highly addictive card game pits players against The Game itself.
- Multi award-winner and Spiel des Jahres nominee.

NOW AVAILABLE!



PAN201820 \$12.95



MACHI KORO LEGACY

- Play 10 games in campaign, then have a replayable game!
- Add new mechanics each game and open secret boxes!
- From famed designer Rob Daviau

NOW AVAILABLE!



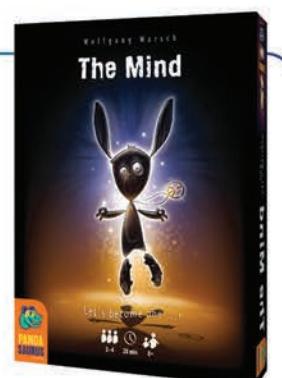
PAN201904 \$49.95



THE MIND

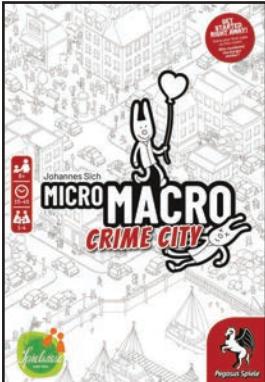
- Explosive hit card game — 1.3 million units sold.
- Meld minds to play cards in order without talking.
- Multi award-winning title and Spiel des Jahres nominee.

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PAN201809 \$12.95

PEGASUS SPIELE

**MICROMACRO: CRIME CITY**

Welcome to Crime City – a city with crime lurking around every corner. Deadly secrets, sneaky robberies and cold-blooded murders are commonplace around here. The local police are no longer in control of the situation. Therefore, your investigative skills are now required! Scheduled to ship in January 2021. PSD 59060E \$29.99

PENCIL FIRST GAMES

**THE WHATNOT CABINET**

Everyone enjoys discovering small, precious objects, but a special few have a knack for assembling them into a true collection. Leave your house, uncover intriguing objects, arrange them in your *Whatnot Cabinet*, and create a wonderful collection of curiosities. Scheduled to ship in March 2021.

PFX 1200 \$39.99

**1941: RACE TO MOSCOW****GIANT PLAYING MAT**

To help all the players to have the games under control, Phalanx has made the *1941: Race to Moscow Giant Playing Mat*, an expansion that contains 1 giant eco-leather playing mat, printed on one side with enlarged playing areas for easier gameplay. With this essential game component, the game will always be well organized, and all players can plan their moves and actions with perfect knowledge of the current game state. Scheduled to ship in March 2021.

AGS PHGA083 \$75.00

**ROCKETMEN**

Rocketmen, a new Phalanx game for 1-4 players, is a deck-building confrontation of swift decision-making and tactical choices, giving players the feel of taking a front seat in a technologically wonderful spectacle of space exploration. Players will use their predictive abilities and resource management skills to determine what kind of endeavor would be most suitable for reaching their final goal: paving the way to Earth's celestial neighbours. Players have to plan their mission carefully, equip their shuttles and rockets craftily, and not hesitate when it is time to launch. Scheduled to ship in March 2021.

AGS PHGA068 \$39.95

PHALANX

SPOTLIGHT ON**1941: RACE TO MOSCOW**

In *1941: Race to Moscow*, players take the roles of the chiefs of staff (or quartermasters) of three massive Army Groups, formed from close to 200 divisions, aiming at three targets in the Soviet Union: Moscow, Leningrad, and Rostov. The campaign was planned to be swift and daring, with a goal to reach the objectives before winter. Mud, a sticky hell which brings your tank charge to a halt; enemy forces whose defeat will cost you not only the last bullet left in your clip but also the last droplet of fuel left in your gas tank; and tactical dilemmas as well as meticulous calculations of how to reroute the completely stuck railroads. These are some of the challenges players need to overcome. Scheduled to ship in March 2021.

AGS PHGA080 \$99.95

**1941: RACE TO MOSCOW****LARGER LOCOMOTIVES**

In this accessory set, Larger Locomotive Miniatures for the Giant Playing Mat, players will find beautiful plastic train miniatures, produced in a high scale, to be used with the *Giant Playing Mat* set, to keep all the in-game miniatures in the same scale. The road to Moscow is not paved with roses, but if you use a bigger playmat, you have to use bigger trains! Scheduled to ship in March 2021.

AGS PHGA084 \$35.00

**ROCKETMEN: GIANT PLAYING MAT**

To help all the players to have the game under control, Phalanx has made the *Rocketmen: Giant Playing Mat*, an accessory set that contains 1 giant neoprene playing mat with enlarged playing areas for an easier gameplay. Scheduled to ship in March 2021.

AGS PHGA75 \$39.95

**FIRE IN THE SKY**

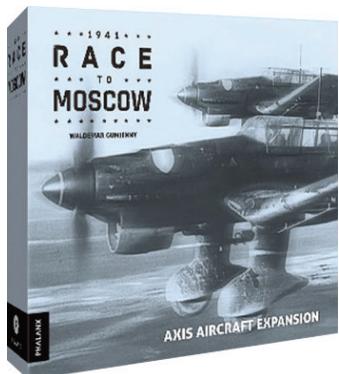
Fire in the Sky is a two-layer game of strategic rivalry and tactical responsiveness set during the Pacific War, stretching from the Pearl Harbor attack on December 7, 1941 to the obliteration of Hiroshima and Nagasaki in the atomic hellfire in August 1945. During the 16 phase-based turns, players attempt to conduct successful attacks on their opponent's units, break loose from the sea siege, or simply outsmart their enemy so craftily that their willingness to carry on would be crushed. Scheduled to ship in March 2021.

AGS PHGA085 \$55.00

**ROCKETMEN: MINIATURE EXPANSION SET**

Rocketmen: Miniature Expansion Set is what you need to upgrade their presence in the game. In this accessory set, players will find 48 Plastic Mission miniatures (12 per player) in 4 colors, 36 plastic miniature bases (9 per player, clear acrylic) to replace players' tokens, to mark missions that were successfully launched and the mission points. Scheduled to ship in March 2021.

AGS PHGA073 \$39.95

**1941: RACE TO MOSCOW
AXIS AIRCRAFT**

In this accessory set, players will find beautiful plastic Axis airplane miniatures that upgrade the game components, designed to replace the related cardboard components, included in the core game. The road to Moscow is not paved with roses, though a cover given by Axis aviation can help players to achieve their goal: reaching the Soviet cities! Scheduled to ship in March 2021.

AGS PHGA082 \$49.95



GAMES

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ROCKETMEN: PLAYERS MAT SET

Rocketmen is the new boardgame designed by Martin Wallace, a game which lets the players immerse themselves in a fast-paced race to the final frontier: Space. Every player has to organize his explorations managing all his tokens, cards, and miniatures on his player mat. To help players complete this task, Phalanx has made the *Rocketmen: Players Mat Set*, an accessory set that contains 4 neoprene player's mats enlarged with the areas of launch pad and holding area. Scheduled to ship in March 2021.

AGS PHGA074\$39.95

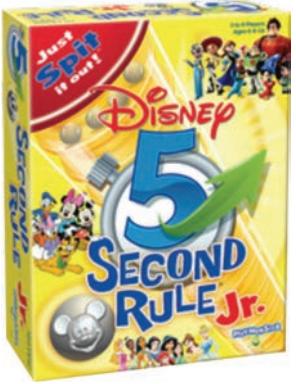


BREAK IN: AREA 51

Each title in the Break In game line presents a collaborative experience that begins the moment you lift the lid off the game box. Inside, you will see a 3D shape with graphics representing the area you are trying to break into. In *Break In: Area 51*, you are an alien trying to rescue your ship that was stolen by humans and is being dismantled deep inside the facility. Scheduled to ship in January 2021.

PAT 7490\$22.99

PLAYMONSTER



DISNEY 5 SECOND RULE JUNIOR

Popular game play of *5 Second Rule*, made for kids and families! Fun questions all about Disney! Scheduled to ship in June 2021.

PAT 7467\$17.99



BREAK IN: ALCATRAZ

You are the outside man breaking into Alcatraz to help a few of your buddies escape the inescapable prison. Throughout this collaborative experience, you must work together to follow a series of clues and solve puzzles to unfold multiple layers of the game and move deeper into the facility to find your ship! You'll encounter many obstacles and characters along the way. Good luck! It's more than a game, it's an experience—this game provides the thrill and challenge of an escape room, combined with the experience and world-immersion of a movie! Scheduled to ship in January 2021.

PAT 7491\$22.99



BREAK IN: CHICHEN ITZA

To escape, you must first...break in! In *Break In: Chichen Itz*, the year is 1833, and your studies of the ancient Mayans have led to clues that allude to secret pyramids and a legendary throne. Now you're searching for these legendary items, entering Chichen Itz! Scheduled to ship in June 2021.

PAT TBA2\$22.99



REIGN

Four factions of warriors battle to survive on a doomed land that will be destroyed piece by piece, taking its occupants with it. Be the last one standing in a strategic fight to survive The Final Battle Royale! The player with the highest battle power wins the battle. The losing piece is removed from the Game Board. The last player with a faction member(s) left on the Game Board is the winner of The Final Battle Royale! Scheduled to ship in January 2021.

PAT 7487\$24.99

• CHRIS BAYLIS •

STATION MASTER™

Timeless fun for Friends and Family!
All aboard!!

Game play 30-50 minutes
Ages 8+
2-6 players

www.CalliopeGames.com

The Zodiac Die

Generate astrological signs for your RPG characters. Usable with any system. Instruction booklet by Steve Jackson!

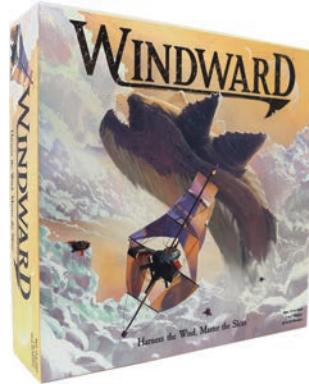
Dragon d6 Dice Set

Skullite Dice Set



playssjgames

STEVE JACKSON GAMES

dice.sjgames.com**WINDWARD**

You are a captain flying your Ship on the skies of the gaseous planet Celus. Gain the most notoriety by sailing the skies, hunting cretors, fighting opponents. Whichever player has the most notoriety points at the end of the game is the winner. To gain notoriety, you can trade in Crestor teeth and gas at the trading post. Players take turns to move their ships, take actions, use supply cards, and battle other players. Scheduled to ship in January 2021.

PAT 7488 \$49.99

**ZOMBIE CHASE**

A fun theme for a young strategy game! If the zombie catches you, your playing piece transforms to a zombie! Win as a kid OR as a zombie! Scheduled to ship in June 2021.

PAT 7030 \$19.99

PLAYROOM ENTERTAINMENT**KILLER BUNNIES: ANYTIME BUNDLE**

This Killer Bunnies Anytime bundle will be the perfect addition to your collection! All the expansions in this collection allow you to add on to your starter with no order to follow! Includes the Killer Bunnies Chocolate Booster, Fantastic Booster, Caramel Swirl Booster, and Creature Feature Booster. Scheduled to ship in January 2021.

UPE 14004 PI

POKÉMON USA**POKÉMON TCG: COLLECTOR CHEST (SPRING 2021)**

Includes 5 Pokémon TCG booster packs, 2 foil promo cards featuring Single Strike Tepig and Rapid Strike Shinx, 2 cool Pokémon coins, 4 colorful sticker sheets, a mini portfolio to store your favorite cards, a Pokémon notepad, and a code card for the Pokémon TCG Online.

PUI 21080844 PI

**POKÉMON TCG: VENUSAUR/V BLASTOISE VMAX BATTLE BOX**

Whether you choose Venusaur VMAX or Blastoise VMAX, you're getting a powered-up Pokémon that can level up your deck in awesome ways! Enhance your collection with one of these high-powered Pokémon, and find helpful allies, skilled Trainers, and other treasures in Pokémon TCG booster packs!

PUI 29080845 PI



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www.renegadegames.com

- Unite Angel Grove as Power Rangers, or conspire to dominate the city as Villains!
- Build your deck to unleash a powerful Megazord or Master attack!
- Play 1 vs 1 or as part of a team!

THE POWER IS ON!

APRIL RELEASE

2-4 Players

Ages 13+

30-70 min

RGS02195

MSRP \$45

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SLAY



UNSTABLE
UNICORNS



LLAMAS
UNLEASHED™



Daring
Contest



RUNES &
REGULATIONS

A Game of Suburban Sorcery



GET THEM NOW

SPOTLIGHT ON



TRADING CARD GAME

POKÉMON TCG: FIRST PARTNER COLLECTOR'S BINDER (DISPLAY 12)

This binder is specially designed to hold our Pokémon TCG oversized cards! It includes a special oversized card to begin your collection! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
PUI 29080960.....PI

POKÉMON TCG: FIRST PARTNER PACK (GALAR) (DISPLAY 12)

This oversized booster includes 3 oversized cards, one of each Galar First Partner Pokémon and 2 regular booster packs inside! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
PUI 29080961.....PI

POKÉMON TCG: POKE BALL TIN (DISPLAY 6)

The Pokémon TCG: Poke Ball Tin contains: 3 Pokémon TCG booster packs and 1 Pokémon coin. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
PUI 21080842.....PI

SPOTLIGHT ON

POKÉMON TCG: SINGLE/RAPID STRIKE URSHIFU V BOX

Sweet little Kubfu has grown wise and dangerous, trained in one of the Towers of Two Fists and now commands extraordinary power as Single Strike Urshifu V or Rapid Strike Urshifu V! Depending on its preferred training method, this Pokémon V either channels all its power into one mighty blow that knocks aside all opposition or unleashes a rapid flurry of strikes to defeat its opponent! Enhance your collection with this martial arts Pokémon, and find helpful allies, skilled Trainers, and other treasures in Pokémon TCG booster packs. Strike how you like to seize a total victory!
PUI 29080843.....PI



RIVER HORSE

SPOTLIGHT ON



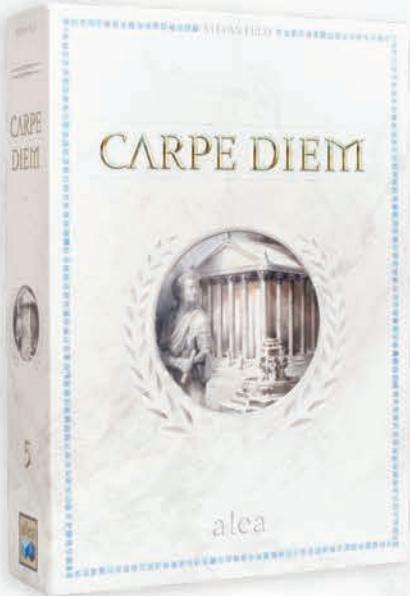
MY LITTLE PONY: TAILS OF EQUESTRIA RPG - THE COMPENDIUM OF EQUESTRIA

GMs can use both the Locations and GMs Toolkit sections to help fill their Tails of Equestria games with deep and interesting settings, and plenty of new features including talents and magical treasure. Players will find new playable races, expanding the options presented in the Core Rulebook, The Bestiary of Equestria and the Movie Sourcebook. Together, you will find some great new spells and talents to use in your adventures. Finally, you'll

find a fully self-contained adventure: Flim, Flam, Alakazam! This can be used as a standalone story, or as part of a longer campaign, and it's a great opportunity to make use of the new content presented in the rest of the Compendium! Scheduled to ship in March 2021.

RHL RHTOE019.....\$20.00

CARPE DIEM



Seize the day with the bookshelf edition of *Carpe Diem*, a *Kennerspiel des Jahres*-nominated game by legendary game designer Stefan Feld! Featuring stunning new artwork developed in collaboration with the Ravensburger North America team, *Carpe Diem* now boasts elegant new cover art, streamlined rules, and updated components.

Available now at your friendly local game store!





GAMES

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GRAVWELL 2ND EDITION

- Escape a black hole using limited propulsion!
- Adds unique powers for each ship.
- Increases the player count to 6 players!

RGS02191.....\$40

10+

2-6

30-45

JUNE RELEASE

NEW RELEASE!

FAMILY



THE SEARCH FOR PLANET X

- Search for a hidden planet!
- Free Companion App.
- Uncover objects and find Planet X!

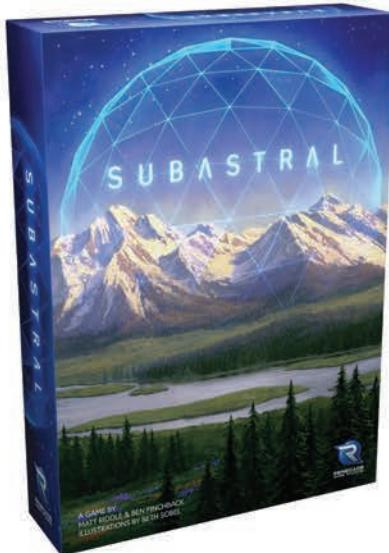
RGS02079.....\$40

13+

1-4

60-75

AVAILABLE NOW



SUBASTRAL

- Collect notes on eight different biomes around Planet Earth!
- Interesting hand management and unique set collection!
- From the designers of Stellar!

RGS02196.....\$20

10+

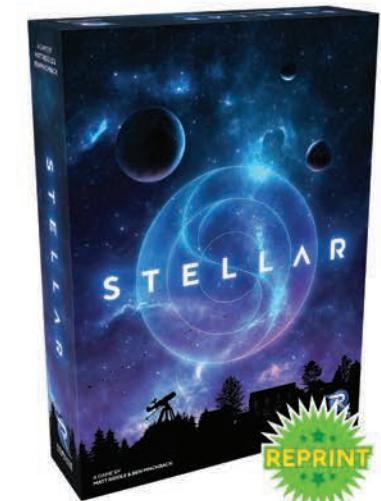
2-5

15-30

JUNE RELEASE

NEW RELEASE!

FAMILY



STELLAR

- Calibrate your Telescopes to view Celestial Objects!
- Carefully arrange your cards in a beautiful display!
- 2 Player Stargazing Competition!

RGS02050.....\$20

8+

2

30

AVAILABLE NOW



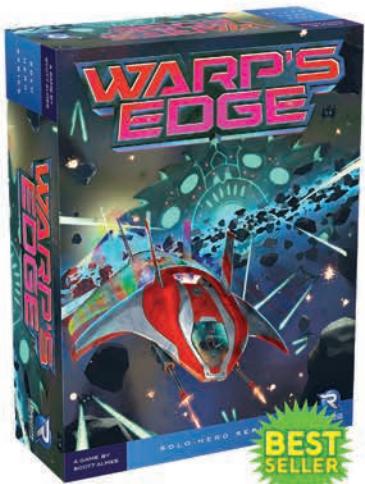
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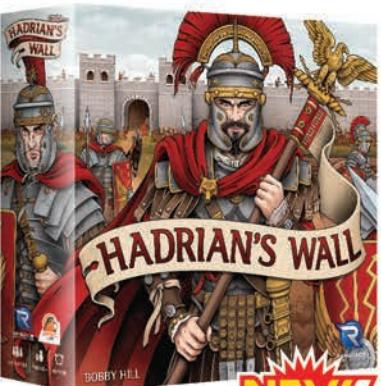
STRATEGY

WARP'S EDGE

- Pilot your starfighter!
- Solo bag-building game!
- Increase your skills and fighting power!

RGS02072.....\$35

AVAILABLE NOW



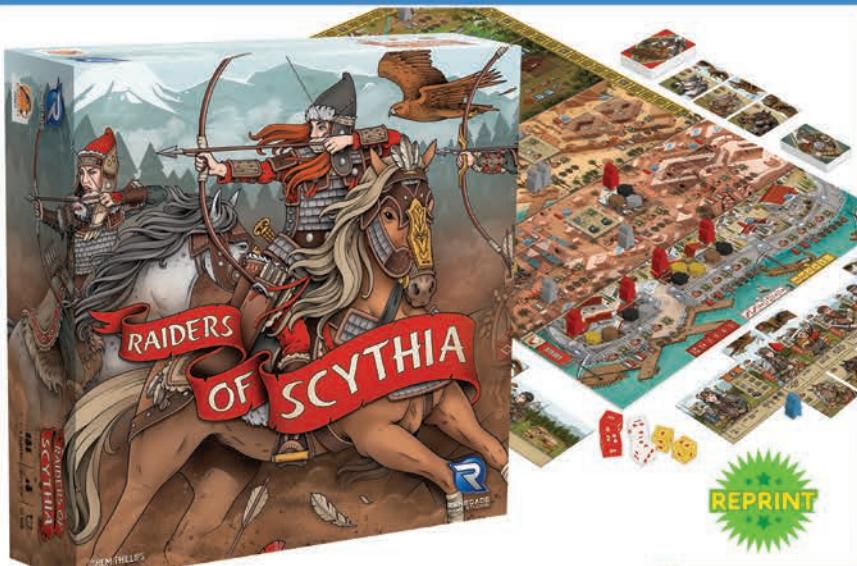
ENTHUSIAST

HADRIAN'S WALL

- Play as one of six Roman Generals constructing a wall.
- A deeply strategic flip n' write style game.
- Set in the North of Britannia in 122 AD.

RGS02200.....\$55 12+ 1-4 60

Q2 RELEASE



STRATEGY

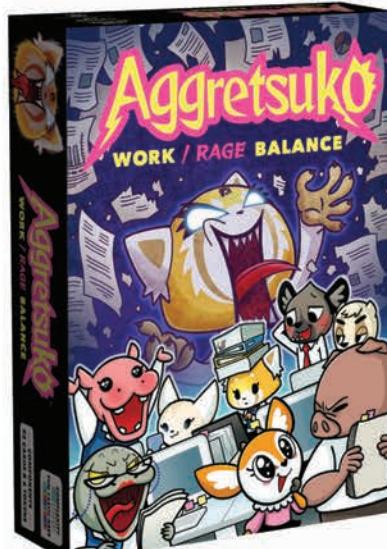
RAIDERS OF SCYTHIA

- Play as one of eight unique Scythian Heroes!
- Customize your crew with eagles and horses!
- Builds on the award-winning Raiders of the North Sea!

RGS02139.....\$55

12+ 1-4 60

AVAILABLE NOW



FAMILY

AGGRETSUKO: WORK/RAGE BALANCE

- Transform from office worker to raging heavy-metal rock star!
- Discard cards to complete your work first!
- Too much work? Put in overtime hours!

RGS09380.....\$20

10+ 3-6 30

APRIL RELEASE

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2021

49

SIRIUS DICE

RPG DICE SET (7)



PEARL BLUE ACRYLIC
SDZ 0001-03 \$8.99



TRANSLUCENT PURPLE RESIN
SDZ 0001-05 \$8.99



PEARL CHARCOAL GREY ACRYLIC
SDZ 0001-01 \$8.99



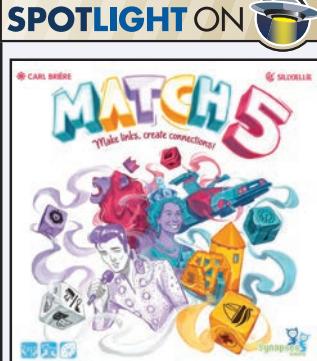
TRANSLUCENT RED RESIN
SDZ 0001-04 \$8.99

STEVE JACKSON GAMES



DICE BAG: MUNCHKIN UNICORNS
This fancy satin-lined Dice Bag: Munchkin Unicorns is the latest in our line of roomy and functional dice bags. It'll hold LOTS of dice like more than 100! Bright fuchsia with sweet Katie Cook unicorns and candy and cupcakes, it's just what you need to bring a little magic to your next game night! Scheduled to ship in May 2021.
SJG 5218 \$11.95

SYNAPSES GAMES



MATCH 5
In Match 5, all you need to do is find a common link between 2 words or groups of words. You have 3 minutes to use your imagination to come up with links for each of the 10 dice combinations. Thousands of possible combinations! Scheduled to ship in April 2021.
LUM MAT01EN \$24.99

SLUGFEST GAMES

SPOTLIGHT ON



RED DRAGON INN: ALLIES - EVIL POOKY

Thanks to some drunken teleportation experiments, Pooky's evil doppelganger has invaded the tavern from some other nasty plane of existence. He's here to create chaos and mayhem, which, truth be told, makes him a lot like The Red Dragon Inn's other patrons. Scheduled to ship in February 2021.

SFG 035 \$24.95

STRONGHOLD GAMES

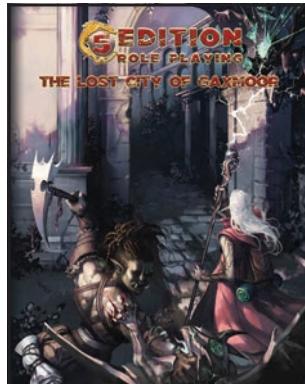
SPOTLIGHT ON

NOT ALONE:
SANCTUARY EXPANSION

Not Alone: Sanctuary, an expansion for *Not Alone*, adds a few new elements to the base game, such as a Sanctuary location that gets more powerful the more that you visit it, but which also requires more effort to reach. The creature also gains the ability to mutate... Scheduled to ship in March 2021.

SHG NAS2020 \$29.99

TROLL LORD GAMES

5TH EDITION ADVENTURES:
THE LOST CITY OF GAXMOOR

The Lost City of Gaxmoor includes over 200 areas of interest, 70 magical statues, scores of NPCs, dungeons, factions of humanoids, mercenary bands, monster lairs, and more. Throw in the machinations of ancient gods and the rise of a demon prince and you have a setting that just won't quit. Designed for characters that range from 1st to 10th level. Scheduled to ship in March 2021.

TLG 19333 \$49.99

ULTRA PRO INTERNATIONAL

MAGIC THE
GATHERING CCG

Scheduled to ship in May 2021.



ASHIOK ACCESSORIES BUNDLE
UPI 18568 PI



ALCOVE FLIP BOX - SNOW
UPI 18557 PI

POKÉMON TCG

Scheduled to ship in February 2021.



ASHIOK PRO-BINDER 9-POCKET
UPI 18567 PI

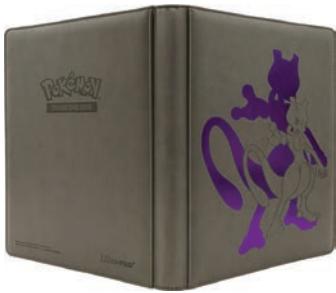


MEWTWO ALCOVE FLIP
UPI 15583 PI



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MEWTWO PREMIUM 9-POCKET PRO-BINDER
UPI 15582 PI



PLAYMAT AND ARTWORK TUBE - SQUARE END CAPS
Scheduled to ship in May 2021.
UPI 15531 PI

UPPER DECK ENTERTAINMENT



KEEPERS OF THE QUESTAR

Who will be the next Keeper of the Questar? Tavern tales and oracles of old have said that mortal artistry pales in comparison to the Questar's beauty. Now competing parties of adventurers have formed to take on the Quest Master's quests and become the Keepers of the Questar. They are inviting you to embark on this journey and collect the Questar for your very own! Traps and monsters can be exposed, but can you avoid them all? Scheduled to ship in March 2021.

UDC 94726 PI

WARLORD GAMES

BLACK POWDER: EPIC BATTLES - AMERICAN CIVIL WAR

Scheduled to ship in March 2021.



CONFEDERATE BRIGADE
WLG 312414002 PI

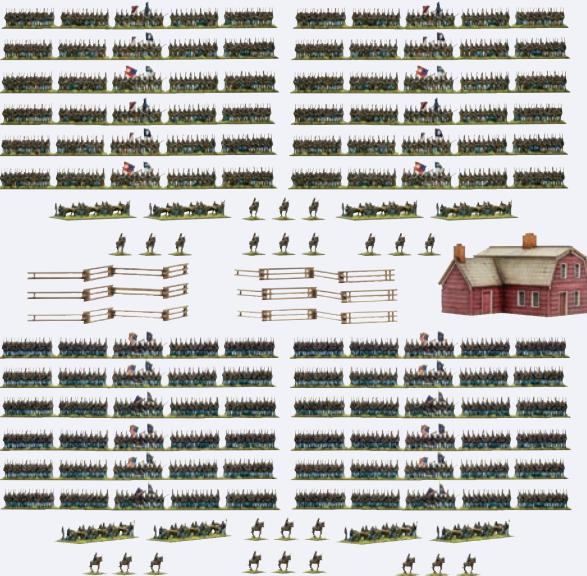


GETTYSBURG SCENERY PACK
WLG 318814001 PI



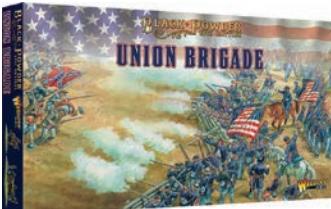
SCENERY PACK
WLG 318814002 PI

SPOTLIGHT ON



STARTER SET

WLG 311514001 PI



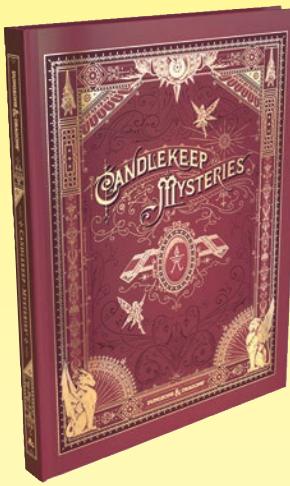
UNION BRIGADE

WLG 312414003 PI

WIZARDS OF THE COAST



FEATURED ITEM



DUNGEONS & DRAGONS RPG: CANDLEKEEP MYSTERIES

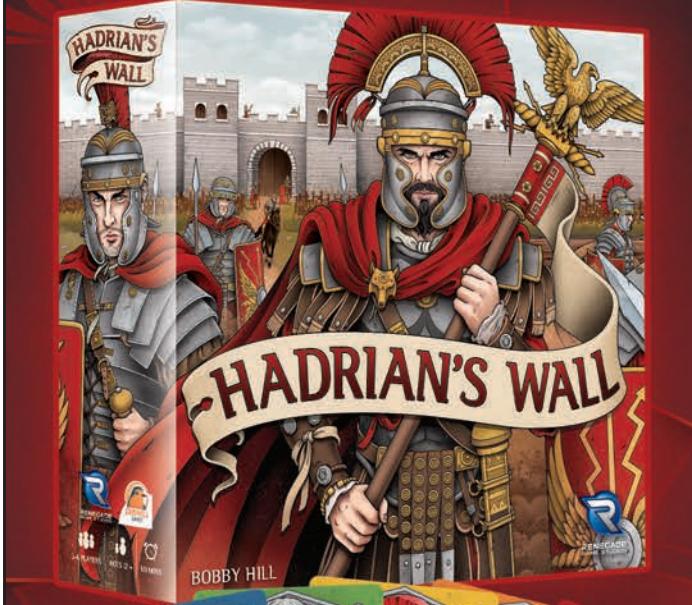
Candlekeep Mysteries is a collection of seventeen short, stand-alone D&D adventures designed for characters of levels 1-6. Each adventure begins with the discovery of a book, and each book is the key to a door behind which danger and glory await. These adventures can be run as one-shot games, plugged into an existing Forgotten Realms campaign, or adapted for other campaign settings. This book also includes a poster map of the library fortress and detailed descriptions of Candlekeep and its inhabitants.

HARD COVER

WOC C92780000 \$49.95

ALTERNATE COVER

WOC C92790000 \$49.95

STRATEGY
Games

Q2 RELEASE!

- Play as one of six Roman Generals constructing a wall.
- A deeply strategic flip n' write style game
- Set in the North of Britannia in 122 AD.

1-4 players Ages 12+ 60 min RGS02196 MSRP \$55

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FEATURED ITEM

TIME SPIRAL

REMASTERED

MAGIC THE GATHERING CCG: TIME SPIRAL

REMASTERED DRAFT DISPLAY (36)

Time Spiral Remastered (TSR) brings Time Spiral, Planar Chaos, and Future Sight together into one release—a great way to experience sets from Magic's past for the first time or to remember old favorites. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC C89170000.....PL

WIZKIDS/NECA

SPOTLIGHT ON



DUNGEONS & DRAGONS FANTASY MINIATURES:

ICONS OF THE REALMS - ADULT BLUE DRAGON PREMIUM FIGURE

The D&D Icons of the Realms: Adult Blue Dragon Premium Figure is an excellent addition to your miniatures collection or display shelf. Sculpted with highly detailed features and using premium paints, this blue dragon is a great foe for any adventure! Vain and territorial, blue dragons soar through the skies over deserts, preying on caravans and plundering herds and settlements in the verdant lands beyond the deserts reach. Images not final Scheduled to ship in April 2021.

WZK 96033\$69.99

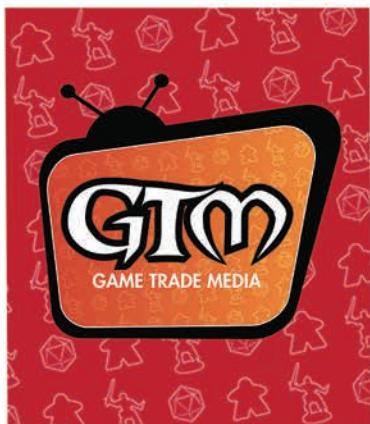
JINJA

Jinja is colorful worker placement game about the building shrines across Japan. You must place workers at key locations around Japan to activate one of thirteen different actions or build at one of seven different territories. To earn the highest honor, you must plan your strategy, time your construction, and be a little bit lucky. *Jinja* features evocative illustrations and high-quality components, with custom plastic miniatures representing the shrines, painted meeples to represent the workers, screenprinted score trackers, and a custom multi-color Mask die. The game board is an illustrated map of Japan divided into territories with a limited number of temple sites. Scheduled to ship in April 2021.

WZK 87536\$49.99



DO YOU NEED MORE BOARD GAME CONTENT?



KEEPERS OF THE QUESTAR™



KEEPERS OF THE QUESTAR

UDC 94726 PI | Available Q2 2021!

At the heart of any adventure is a quest. There is a magic in pursuing a goal. The energy generated by the interplay of choice and circumstance is transformative. A quest is the thread that weaves events and scenes into a tale, and it is a tale that shapes a hero. Whatever the objective, a quest always leads to a sense of meaning.

So, it goes... about fifteen years ago, I found myself plateauing. I was happily married, the father of a baby girl, a homeowner, and a fifth-grade teacher. I needed an adventure — a personal adventure to pursue apart from my selected duties and obligations. I spent much of my youth altering and creating games. I would design a game. Thus, began a years long process that leads to the publication of *Keepers of the Questar*, a fantasy adventure game for all ages.

According to myth, the path a quest follows is a delicate blend of fortitude and fate. I found myself teaching coordinate grids. When looking for a game for my students to practice their skills with, I passed on the standard family of *Battleship* games. My students knew the game too well, so I decided to make the game that I could not find.

The game had to use a coordinate grid, but what else? The class had just finished a Rock-Paper-Scissors tournament. We conducted it during indoor recess. Trying to guess what was in another player's head and figure out if your opponent was following any patterns proved to be a lot of fun. If I could, I would include guessing in my design.

The initial design work took place on Friday nights. See, when I was eleven, I started playing *Dungeons & Dragons*. I play it to this day. Friday nights was when we were supposed to play *D&D*, but most of us were newly married, parents of young children, or working way too much. We rarely assembled enough of us to play. If the Dungeon Master showed, then there weren't enough player characters. When there was a table full of players, the DM couldn't make it. Many a session passed with us wistfully imagining what it would be like to teach our kids to play and have regular gaming sessions with them.

Here was another guidepost in the design process, a turning point on my game creation quest. My students loved fantasy. Why

not create a fantasy adventure game that uses coordinate grids and guessing? Why not make something that I could play with my adult friends during a failed *D&D* session — something that would scratch that dungeon-crawling itch? Why not make a game that I could later use to introduce my own kids to adventure gaming and — just as importantly — game mastering?

Lo, years later, *Keepers of the Questar* gives two player the opportunity to face off in a head-to-head dungeon crawl. With each player using two maps laid out on coordinate grids, both players design a quest and populate a labyrinth with monsters, traps, and treasure. Then, they alternate turns leading a party of heroes of muscle, magic, and cunning through the gauntlet their opponent created and vice versa.

At first this all took place on two sheets of paper, so my students could play during indoor recess. I never did use it for math class though. It became too involved. But I did incorporate guessing! Fighting and action resolution are done with guessing. A foe is represented by a range of numbers, the Quest Master secretly selects a target number and the adventuring player tries to guess it. Guess the target number and the villain is defeated! However, every failed guess is a wound. This has an interesting effect, a battle gets easier as it draws out, but it also grows more deadly. Plus, there is no blaming

the dice! Tasks, like healing and disarming traps, are resolved when a letter is selected from a thematic target word and guessed at.

Thanks to Bubby Johansen and Mark Shaunnesy at Upper Deck, my quest will come to a successful conclusion this winter. It turned out far better than I dreamed! In addition to husband, dad, and teacher, I have been transformed into a game designer. I couldn't be prouder. *Keepers of the Questar* allows two players to choose from eight different heroes that will toil through eight maps. This leg of my quest draws to a close, but this means the number of quests that have yet to begin is innumerable. Best guessing!

•••

Gordon LeVasseur enjoys teaching and game design, is friend to many, enemy to few, and an all-around decent guy.





5-10
PLAYERS



MSRP: \$19.99

SKU: AWG AW06HN



THE SECRET NEIGHBOR PARTY GAME



FIND YOUR FORTUNE

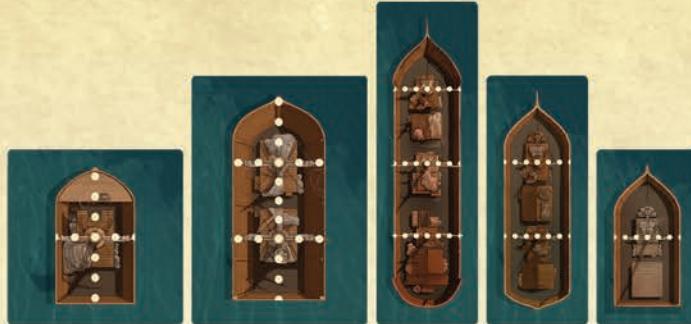
IN THE

EMBARCADERO

EMBARCADERO
RGS 02137 \$60.00 | Available Now!

In 1850, San Francisco was in the midst of the Gold Rush, with ships sailing into the Bay Area every day filled with treasure hunters. As these glory-seeking crews made their way to the mountains of ore, they abandoned a flotilla of vessels off the coast of the boom town.

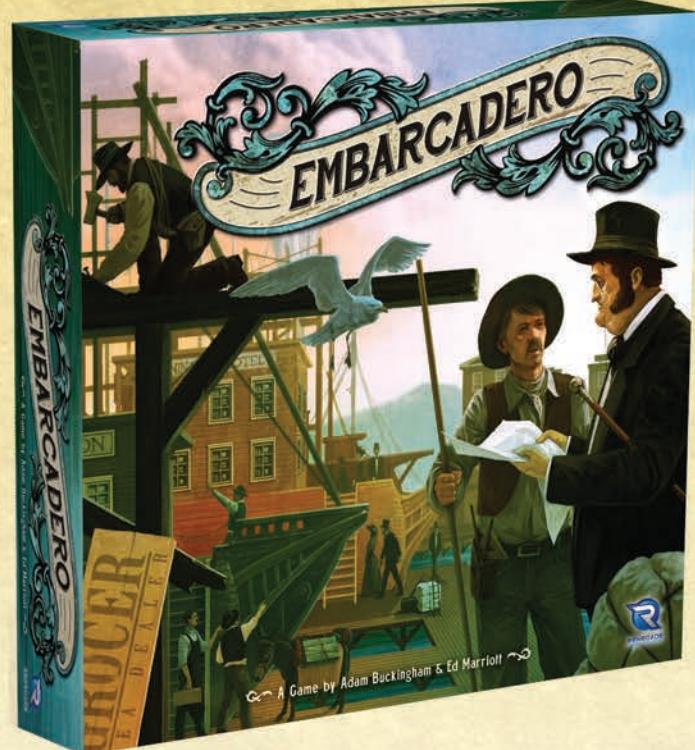
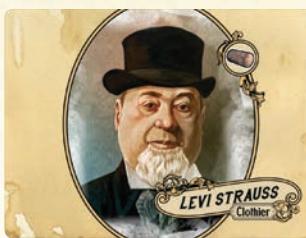
In *Embarcadero* from game designers Ed Marriott (Scoville) and Adam Buckingham (*Mutiny*), you play the role of a savvy entrepreneur looking to build your own fortune on these derelict ships. You and your opponents tow these ships and grow the wharfside district that would become known as the Embarcadero and serve as the heart of a new thriving port city.



Embarcadero is a tile placement, area majority game, and hand management game with a spatial element for one to four players. Each player will take a character card featuring unique ongoing abilities, a one-time ability, and end-of-game scoring bonus. Choose a character from influential people from the Gold Rush era such as clothier Levi Strauss and chocolatier Domingo Ghirardelli or journalist Jennie Carter and bandit Joaquin Murrieta.

The game is divided into three rounds of two phases each: the Action Phase and the Buy Phase. In the Action Phase players play cards from their hands to perform one action: dock a ship, construct a building, or scrap a card.

When you dock a ship, you place a ship tile that matches the size and shape indicated by the ship card. You'll pay docking fees based for each space of your ship that is adjacent to the wharf, then you'll



place a structure on your ship. The resources shown on your ship are now available to use for constructing buildings.

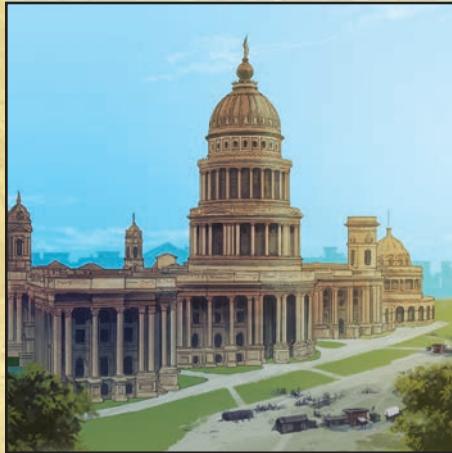
To construct a building, you'll play a card to build it, checking your display to ensure you have all of the required resources. You'll place the building tile on top of a contiguous group of adjacent structures that you own in the harbor and score points. The resources shown on your building are now available to use for constructing other buildings.



The structures you build in *Embarcadero* are three-dimensional, which means you'll have to plan carefully as you build upward and outwards on the ship tiles. The maximum height is four structures, though, so there's no need to worry if you're not known for your skyscraper construction skills.

Finally, you may scrap a card by discarding it and performing the scrap action shown on the card or one of two basic scrap actions.

Of course, docking ships and constructing buildings won't make you unique in the world of the



Embarcadero. You'll have to buy and plan shrewdly in order to expand your budding empire. You'll build marketplaces, apartments, and churches, but you'll also want to build landmarks such as City Hall, the Palace Hotel, and the Royal Insurance Building to ensure you gain political influence on the council track.

During the Buy Phase, each player must buy a card and then score a card from their hand on their player board for the next round. Players buy one of eight cards available in the Market Rows, and if they cannot afford to do so, they are forced to draw one from the deck of their choice (ships or buildings) and pay for the card with victory points. It's important to note that you can go below zero on the score track, so be careful with your spending.

Next, a player must choose a card from their hand (which may include the card you just bought) and store it on their player board. During each round, players will take five actions, buys, and stores. The five cards you stored on your board will be your hand for the next round. After each round, a different category will score, along with the goal cards chosen during game setup.

The hustle and bustle of your booming enterprise continues for three rounds. Players tally their points in four categories (buildings, council track, stored cards, and character) and the highest score wins.

Embarcadero is available now from Renegade Game Studios. Included in the retail release is a solo variant, which guarantees games even while maintaining safe physical distance from your regular gaming partners.

•••

Ruel Gaviola is a writer, podcaster, and livestreamer based in Southern California. His work has been featured on Geek & Sundry, Roll20, Renegade Game Studios, and more. He is on the Board of Directors for the Tabletop Writers Guild and the American Tabletop Awards, and is co-organizer of the Tabletop Live Network. Connect with him on Twitter @RuelGaviola, watch his regular livestreams on Twitch @RuelGaviola, and find more of his work at ruelgaviola.com.



THE NIGHT CAGE



THE NIGHT CAGE

SND 1007 \$39.99 | Available April 2021!

The Night Cage, an intriguing new horror-themed cooperative game published by Smirk & Dagger Games is just now hitting retail shelves with fans eagerly awaiting its arrival. The game draws you into a world of darkness and dread, with only a candle to light your way. The unique candlelight mechanic, which lights only a portion of the board at a time and forever removes tiles behind you, gives players the very palpable sense of being hopelessly lost in a maze, with unspeakable horrors awaiting just beyond your candle's light.



Like most good ideas, *The Night Cage* was conceived over a long lunch. The three of us, Chris Chan, Chris McMahon, and Rossell Saunders, worked in the same ad agency in Manhattan.

That day we discussed the possibility of making a solipsistic game, meaning only yourself and what you see exists. It was intriguing because it would give you phenomenal control over your environment while simultaneously limiting the reach of that control. We tossed concepts back and forth. Maybe it's a maze. Maybe you need keys to escape. Maybe there's a monster chasing you.

As you might expect, some of it straight up didn't work. An early idea for

teleporters was impossible to use. Monsters made no sense when you could just walk away and let the maze swallow them up. An attempt to play without a board (like Bananagrams) fell apart the instant two players walked away from one another, so we used a chess board as a stand in.

But — the core of the game, the solipsistic inspiration that hooked us all, worked. Even with the most basic art imaginable, the intrinsic terror of constantly giving up what you know — in exchange for searching for what you needed — was enthralling. We all knew from our first test that this was "Something".

One thing we agreed on right away was that the game should be cooperative. The maze was challenge enough and ruled out competitive play. It was clear too that this would be a horror game. Before the name, before the artwork, even before the candle as the metaphor for the game's ticking clock, the unknowable labyrinth being made and unmade by your presence evoked dread. It didn't need explicit danger or violence; the players' minds would do the work for us if we just got out of the way.

Minimalism became a core tenet of the game's design. You can see it in every piece of Chris Chan's sparse artwork. We decided very early that the game needed a restrained visual style, something that invited players to fill in the darkness themselves. Conveying that on a small canvas takes a huge amount of discipline and work. Chris' process led to more than 100 illustrations for monsters alone.

Minimalism extends to gameplay as well. Player turns offer a simple, understandable array of choices. "Do I move this turn? Which way do I go?" We wanted players focused on just a handful of systems with substantial impact: candlelight, board position, tile counts, Nerve.

We held ourselves to an economy of components. Chris McMahon established "no dice" as a mantra. If a concept required more pieces, we asked ourselves if it was really worth putting extra stuff in the box. Play testers said they wanted to discover tools or find some way to fight the monsters, but it became clear that items and powers aren't that interesting in a game where opportunities to use them vanish as





quickly as they appear. Besides, the object wasn't to conquer fear and become powerful; it was to scrape out a victory in spite of one's fear and powerlessness – a far more visceral and compelling experience.

Ross found a number of design contests for our nascent game. Winning the contest wasn't the point; we would gain valuable insight just by entering. More important, it gave us real deadlines. "The next round of this is in two weeks, we need to have a rulebook by then." Chaining together competitions kept our momentum high as months stretched into years.



As we kept pushing the game through these deadlines, it got tighter and sleeker. The initial teleporters became Pits, heightening the risk of movement and eliminating the problem of dead ends. We went from no board to a cloth board to eventually a traditional board. And most dramatically, we took our tiles from a random draw bag to a vertical shoe that stacks all the tiles in a way that evokes a continually burning candle. The candle not only creates a nice table presence, it also focuses the players' attention on their dwindling tiles and makes the stakes of running out more tactile.

One of our biggest evolutions was player death and elimination; to make the stakes feel high, monsters originally removed prisoners from the game — but sitting out isn't much fun — so we created "Lights Out" where being hit by a monster the first time would trap you in the dark on your own. If you were hit again, then you would be eliminated, so other players would work to save you before that happened. A great incentive for teamplay, but still too capricious. Finally, we traded killing off players into a loss of the tiles that everyone shares, transforming an individual penalty into a team penalty. It was a solution that made the game simultaneously more cooperative and more dangerous — perfect for *The Night Cage*.

Of course, no game is honed within a vacuum. A player at NYU's Game Center helped us find a balanced way for players to remain in place on their turn. An Unpub play tester challenged an early decision that led to our wrap around board. Gil Hova identified a need for a more distinct end game that became Final Flickers. The

friendly Canadians at Roxley pushed for more complex challenges and helped develop the Advanced Rules.

When we decided to look for a publisher to help us unleash *The Night Cage* on the world, Curt Covert at Smirk & Dagger Games immediately got what we were doing. He understood the impact of the unique mechanics and aesthetics of Chris' art, of course. He also grasped the themes of the game in a literary sense, which is to say that he understood the game in the way the three of us did and wanted to see our vision of the game through.



After three years of design and development, we ended up with exactly the game we wanted. It's cooperative, allowing team discussion but still offers plenty of player autonomy. It's accessible, easily learned by all gaming audiences, yet delivers strategic challenges that can be scaled up from play to play. It's horror in the very best sense, driven by a quiet, on-going dread. It's immersive and deeply thematic, where the simple progression of your turn feels like you are lost in the dark in an ever-shifting maze.

We never lost sight of the flicker we saw in our first test, a light in the dark we've been crawling towards for years. But game ideas are like tiles in the *Night Cage*; they only exist if they are seen. We're thrilled to finally push this one into the light.

•••

Chris Chan, Chris McMahon, and Roswell Saunders are the creators of The Night Cage, professional ad men, and all-around swell dudes despite being professional ad men. Chris Chan takes too many photos, Chris McMahon thinks too hard about cartoons, and Ross once ate a stick of butter like a candy bar to prove a point. Collectively, they can grow 2 beards.



**PTOLUS: MONTE COOK'S CITY BY THE SPIRE
(CYPHER SYSTEM/5E COMPATIBLE)**
MKG 264/5 \$149.99 | Available April 2021!

Since the release of the original *Ptolus* back in 2006, I've been asked many times: In a setting with so many districts, dungeons, site, and locations all described in great detail, what is my favorite place?

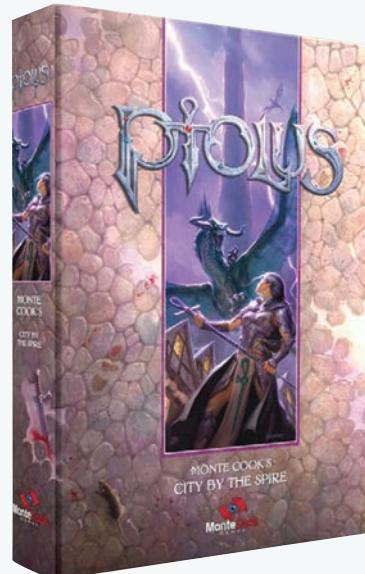
That's a really hard question. It almost depends on what kind of a mood I'm in. See, I was always the annoying DM growing up who would create a campaign, start the players in it, and then suddenly get it into my head to want to do something else, and scrap the campaign to start a new one. So to deal with my own foibles in this regard, I tend to create campaigns where it's easy to switch gears. In *Ptolus*, you can run a solve-the-mystery adventure and follow it up immediately with a dungeon crawl, a manhunt, or whatever.

What I'm getting at is my opinion might change on any given day. For example, today, I might tell you that my favorite locations in *Ptolus* are:



Dwarvenhearth, an ancient underground city of the dwarves, now abandoned because the dwarves no longer feel worthy of its greatness. I like Dwarvenhearth because it's sort of a big "dungeon" to explore, but also because of the pathos involved. I see dwarves as being extremely dedicated to honor and their own ideals, and to them Dwarvenhearth was like a promised land. About a thousand years ago, their actions made them (in their own eyes anyway) unworthy of the place, and so they sealed it up and left. But they left behind guardians — dwarves so committed to the ideal of keeping Dwarvenhearth safe forever that they underwent a ritual which cost them their very souls, turning them into eternal, soulless guardians. You can't reason with these guardians, but can you really bring yourself to slay them?

Castle Shard, a fortress built around a gigantic crystal of mysterious origin and power. Something (perhaps the crystal itself?) chooses figures within the city to become the lords of the castle, and they are granted great power and influence. The current lords, Zavere and Rill, are two very interesting characters (he an ex-blackguard now fighter and she an ex-paladin now sorceress) known mostly for their bizarre parties. Castle Shard represents, in a way, the cool kids in school whose clique you really want to be a part of—impressing the Lords of Castle Shard is a significant thing, and getting them to be your allies seems like a reward in and of itself. But since they're not actual royalty or rulers (an in fact seem outside of such concerns), there's no

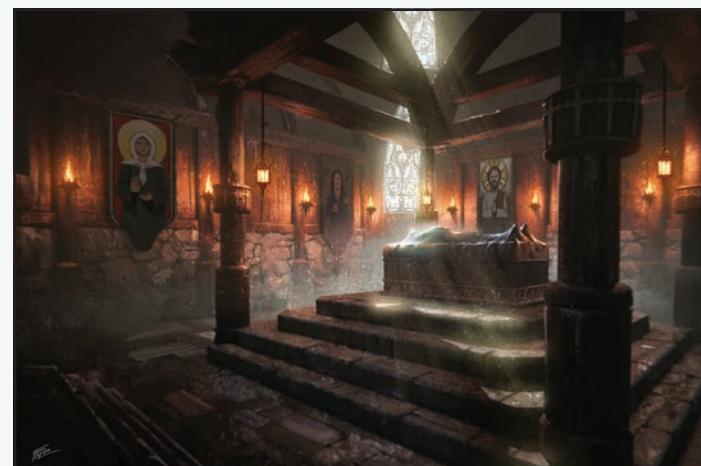


anti-authority resentment to feel toward them. Plus, there's a lot of mystery about what's really going on with them, which is fun.

Myraeth's Oddities, a small shop in the middle of the city. A lot of players hear about Myraeth's and assume that it's important because it sells magic items (among other things). These people, however, are missing the point. See, when adventurers come back from a mission, they've invariably got a bunch of weird loot — gems, jewelry, works of art, golden idols, candlesticks, etc. Plus, some magic items that they can't use. Myraeth has carved out his niche buying (and then re-selling) practically anything.

So adventurers can come here

and liquidate all of their haul at one place (and then check out to see if anyone else has brought in anything interesting that they'd want to buy). I like Myraeth's because it's the kind of place that only adventurers know about or care about, which means that when you go in, it's always full of interesting customers. I also just like it because it's simply a logical outgrowth of having *D&D*-style adventurers in the world. I often liken *Ptolus* to being like a gold rush town, but instead of prospectors striking it rich, it's adventurers. And, like a gold rush town, *Ptolus* caters to the needs of the people with the money.



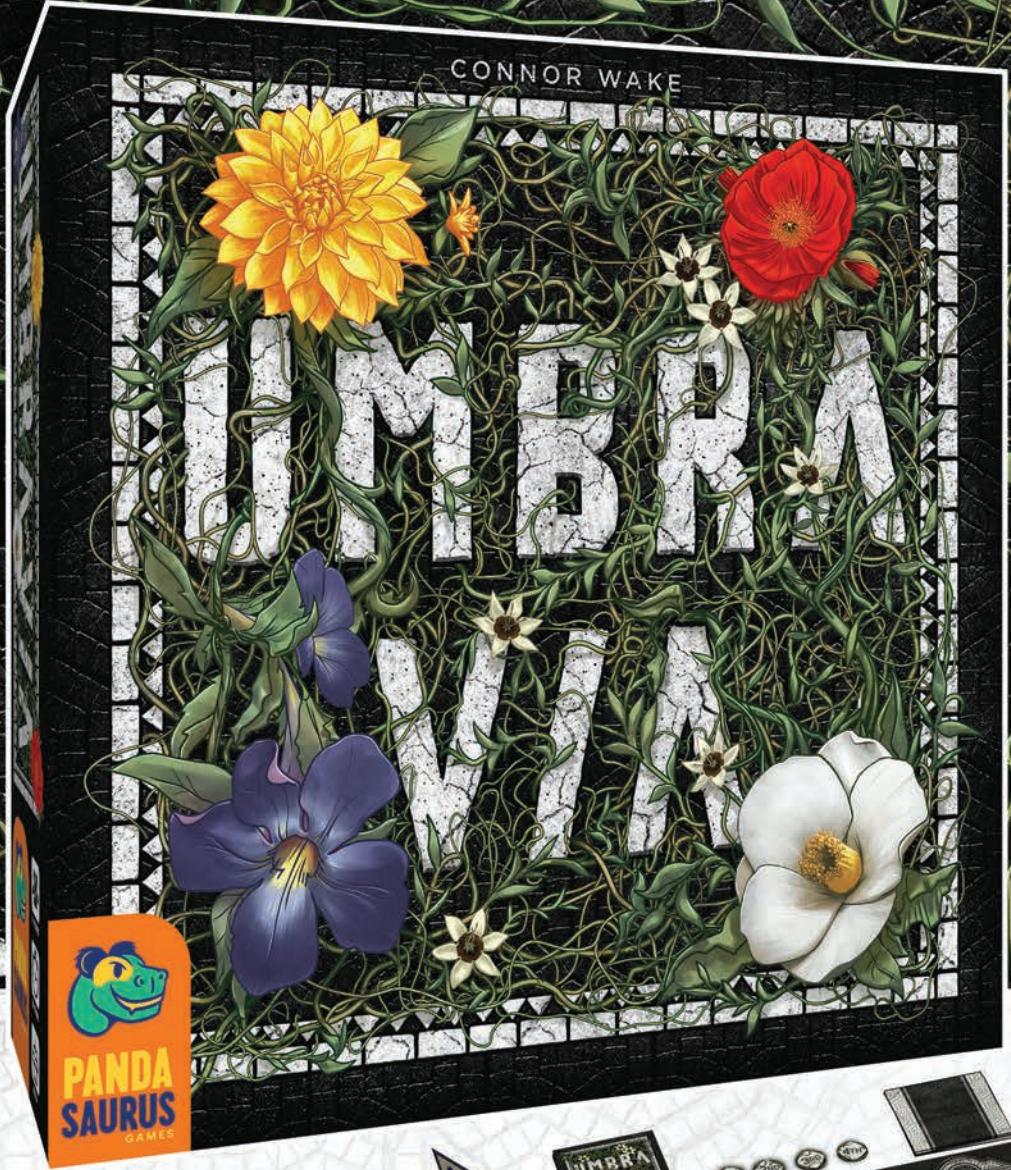
But tomorrow I might say Jabel Shammar (the fortress at the top of the Spire), the ethereal islands called the Seven Jewels of Parnaith, the shady pub called the Onyx Spider, or the lost city of dreams, Dretha Phantas.

•••

With over 30 years at it, Monte Cook has the longest continuous game design career in RPGs. He's worked on hundreds of products, including as a codesigner of D&D 3rd Edition, and designer of Heroclix, Return to the Temple of Elemental Evil, *Ptolus*, *Arcana Evolved*, *Numenera*, the Cypher System, and so much more, including a number of Planescape products, *Call of Cthulhu* d20, Monte Cook's World of Darkness, a whole bunch of d20 stuff, and — going way back — products for Rolemaster and Champions. He's also an accomplished fiction and nonfiction author. He's a founder, and the Creative Director, at Monte Cook Games.



RELEASES
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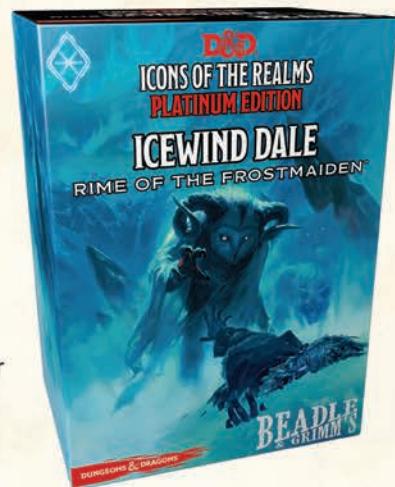
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OKAY, SO WHAT ARE WE DOING IN THIS MAGAZINE THEN?

We're here because we've developed a new line of player-focused products designed specifically for retail stores. All of them provide great value pricing while maintaining the same passion and attention to quality that people have come to expect from our brand.

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The set includes 8 bags and will be in stores in April 2021.



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MICRO MACRO

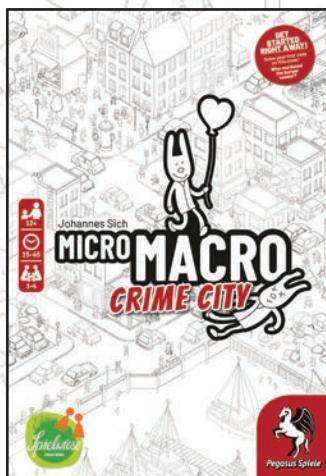
CRIME CITY



MICROMACRO: CRIME CITY

PSD 59060E \$ 29.99 |

Available Now!



MicroMacro: Crime City is the new game from Johannes Sich and Hard Boiled Games, published by Pegasus Spiele. Crime City, as you might guess from the name, is indeed filled with crimes. It's up to the players to not only find the crimes but also how they were committed and who were the perpetrators. All the clues you need are the huge (75x110cm) city map, but you'll need to look carefully for them in the densely illustrated layout (the game comes complete with a plastic magnifying lens too). Only by finding all the facts is each case closed. But this is Crime City,

and so there are more crimes needing your attention!

The game comes with 16 cases, each composed of a series of cards (120 in all) challenging players to locate specific scenes in the city related to the crime. Where did the offence occur? Who was the criminal? What was the motive? As each scene is located, players unravel the full details of the case. Each case has a difficulty rating, with truly complex cases containing tasks that need to be worked simultaneously.

One player acts as lead investigator, reading aloud from the front of the next case card on what's needed to solve this part of the mystery. That doesn't mean they aren't also involved in the hunt for clues, though. It's only when a solution is proposed that this player turns over the card to see if the proposed solution is correct. If yes, the players move on to the next card and their next task, getting one step further in solving the case. If not, the lead investigator must retrace themselves from that portion of the search as the other players try again.

The map is the game's signature component, and at first glance it would be easy to assume it is only a static snapshot of the many (many!) activities in this sordid city. And indeed, there are plenty of unusual, inexplicable, and of course criminal events to be found wherever you look. But there's much more than that.

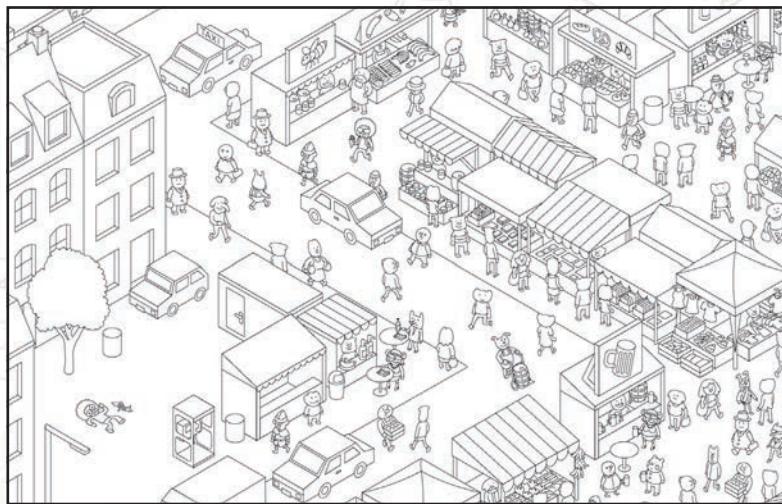
The map is really a collection of stories, allowing players to trace the path of individuals through the day. This is where the game is truly afoot, as often just finding the victim or crime scene is the start of a case. Players must trace events backwards and forwards in time to find out the details of the crime. You don't just see a someone as a fixed figure — you see other images of that person earlier in the day, moving down streets, getting something to eat, or meeting other people, before meeting their fate. You can similarly find a perpetrator watching their target, following them and waiting for the perfect moment to strike. You'll discover

images of the culprit making off with stolen loot or trying to hide a murder weapon "later" in their timeline as well. All of these details allow players to piece together separate moments to form the entire narrative of the crime.

There are many fun things to discover as you travel around and take in the city sights. Some may be part of cases you'll undertake later on, and others may just be part of the quirkiness of Crime City. For example, there's an odd assortment of even odder people fishing (maybe for red herrings?), and a mysterious Masked Avenger possibly stalking the city's miscreants. Several citizens dressed as fantasy archers are roaming the streets; could they be part of a crime wave or just off to a costume party? With so many interesting details, players can keep the game fresh by inventing new stories to unravel and crimes to solve.

In a game filled with neat innovations, though, one really stands out for me. There's a separate case right there on the front cover, allowing would-be sleuths to find out how a luckless burger vendor was dispatched (with the solution on the back cover). It's a clever way to test drive a game right there in the store without needing to even open the box.

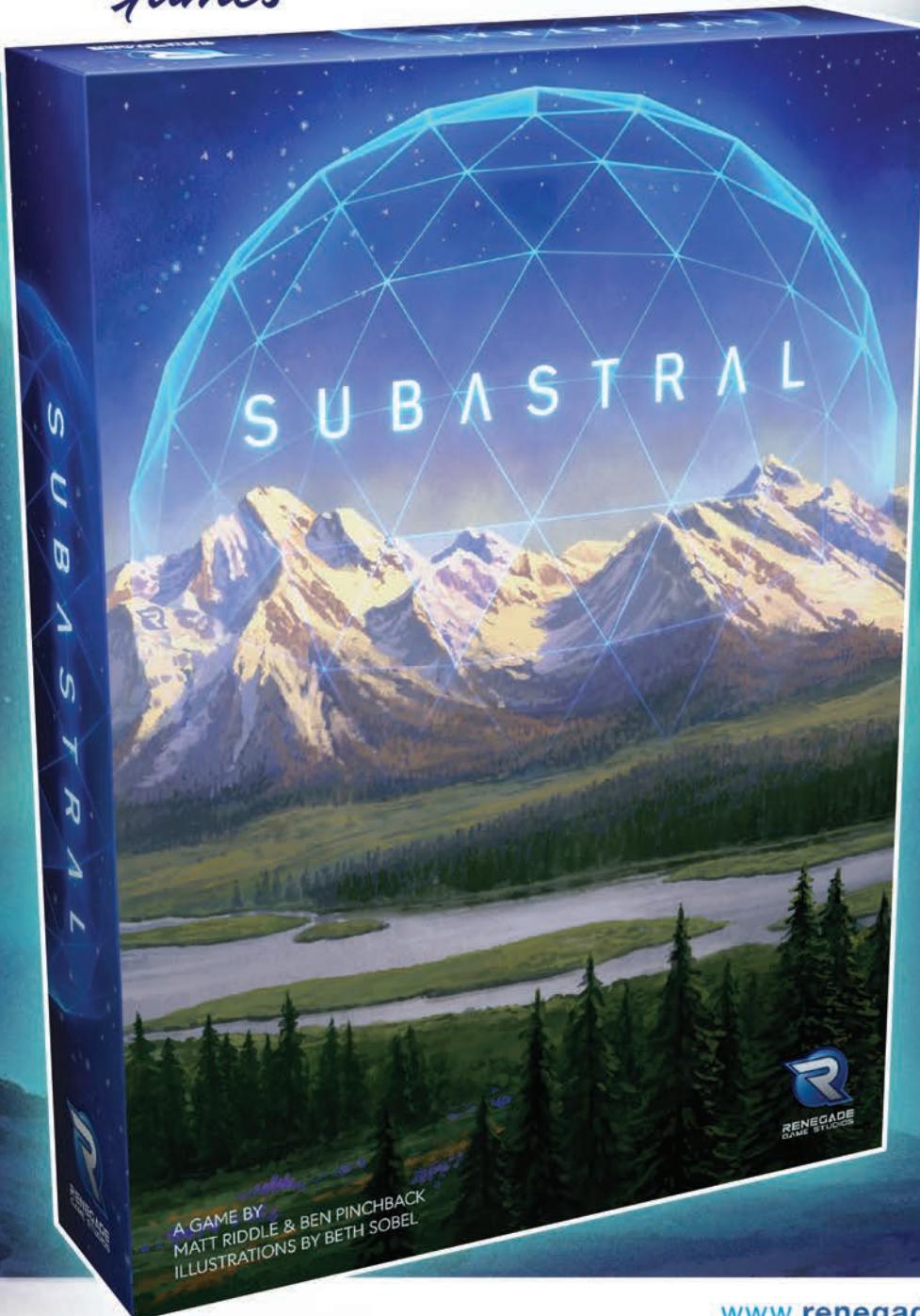
You can also try your skills on another case we've put online at <https://www.micromacro-game.com/en/democase.html>, complete with a small section of the map. Groovy DJ Lars Vegas never made it back home after buying some chips (fries for us in the US), but who did him in and why? It's The Case of the Hot Chips, and perfect for getting a taste of the investigative adventures in *MicroMacro: Crime City*!



A tiny, seemingly quiet section of the Crime City map. DJ Lars Vegas isn't looking well, though. Can you also spot where he was moments before? Or the furtive individual stalking him?

•••

Tim Huckelberry is the US Studio Editor and Talisman Brand Manager for Pegasus Spiele. He's been in the game industry for over twenty years doing all sorts of things, but there is no truth to the rumor he is secretly the Masked Avenger.



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PAINTING HAPPY LIL MINIS

WITH DAVE TAYLOR



EPISODE #33: USING SPOT COLORS

Welcome to the latest "episode" of *Painting Happy Lil Minis* in Game Trade Magazine. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our *Game Trade Media* Facebook page — Thursdays at 7pm EST. Dave is joined by Gretchen Settle, and occasionally by other painters who each bring great painting advice and their own style to the table.

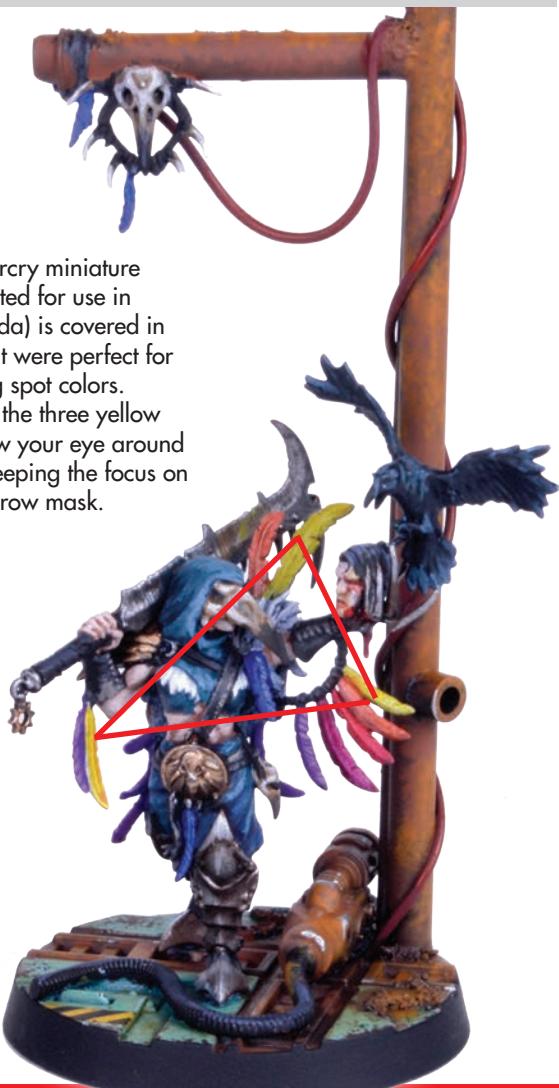
ADDING A COLOR THAT GUIDES THE EYE

Much of your preparation for painting tends to be working out color schemes and how to best apply them to each model. It can vary from relatively straightforward *D&D* adventurers with leather and armor aplenty through to color schemes that need to be applied across a variety of models in an army, possibly wearing a variety of armor styles and equipment.

We've spoken before about the ways to create schemes with things to consider like tonal contrast or hue contrast — light and dark tones or colors opposite each other on the color wheel. It can be fairly easy to put those color schemes together, but more difficult to find colors to use on the little decorative items often found adorning our models. This is where spot colors come in.

On these pages you'll see some examples of the use of spot colors to enhance a scheme, add some extra depth, and draw attention to a focal point on the model:

- One of my favorite uses across an army is to use spot colors on certain weapon types. Plasma guns, plasma pistols, and plasma cannons should all use the same color across the army, so that it's obvious to both you and your opponent which weapons are very dangerous. In fantasy-based armies they can be used to denote magical weapons and other items too.
- They can be used to frame a particular feature of a model by dotting them around the feature. Your eye will be drawn around the finished piece and focus on the central point.
- And finally, they can add an extra layer of depth if the color you choose contrasts one of those in your primary color scheme.



This Warcry miniature (converted for use in Necromunda) is covered in feathers that were perfect for adding spot colors. Note how the three yellow feathers draw your eye around the model, keeping the focus on the crow mask.



These three wizards (from the same Warhammer army) all share a similar color scheme. The spot color of jade not only highlights their magical items and creatures, but it helps frame them too.

These miniatures from a Warhammer 40,000 Adeptus Mechanicus army both use blue as a spot color, but the subtle difference of the hue on the weapons denotes that they use differing technologies.



These Aberrants - from the Genestealer Cult army for Warhammer 40,000 — also use blue as a spot color on their tongues and as the energy coils for their dangerous power hammers.



These Necromunda Escher miniatures use purple to add a nice pop to their otherwise understated scheme. The location helps draw attention to their faces.

WHAT'S WITH THE BLOOD?

Sometimes you'll find that it's difficult to add a spot color to a miniature. This Ogor Breacher from Warcry, for example is covered in dark metal armor with gold and brass trim.

Because he's such a combat monster I used Citadel's Blood for the Blood God technical paint to add splashes of shiny gore, giving the model an extra layer of depth and interest.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life.



HANSA TEUTONICA BIG BOX (PSD 55148G)

From Pegasus Spiele, reviewed by Eric Steiger



3 - 5 Players



12 & Up



45 - 90 Minutes



\$49.99

The first thing that needs to be made abundantly clear about *Hansa Teutonica* is that it is the Euroest Eurogame to ever Euro. From the art, to the prevalence of little wooden tokens, to the theme (merchants in the Hanseatic League trying to earn "prestige"), this game screams "I AM ABOUT ECONOMIC EFFICIENCY" at you as loudly as it can, in German. If the notion of incremental increases in your ability to strategically distribute colored wooden cubes does not excite you, then seek your entertainment elsewhere. If, however, you are excited by building trade routes and forcing people to decide whether it's worth paying you resources to steal that action, then read on.

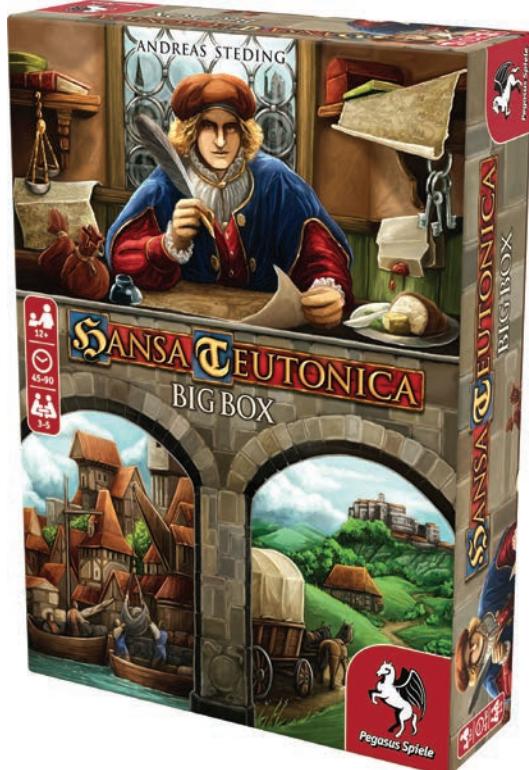
The second thing to understand, specifically about the *Hansa Teutonica Big Box*, is that it's not that big. It includes all three expansions that were published for *Hansa Teutonica*, but it's not the overwhelming investment that many "Big Box" game compilations are, and the MSRP is only \$50, on par with plenty of other medium-weight games. So don't be intimidated by the name.



Hansa Teutonica is, unsurprisingly, a map of Germany upon which you want to place wooden cubes. You do this by taking (initially) two actions on your turn, which consist of the following options: moving some amount of traders from your stock (unusable) to your useable supply, placing a trader on a route between two cities, moving some amount of already-placed traders to different spots, or creating a trade route between cities that you completely connect and getting a bonus for it. Relatively simple, right?

Why do I say "initially", or "some amount"? Because the heart of the game lies in the ability to take more traders from your desk setup and unlock upgrades. Some cities allow you to upgrade your efficiency when you connect them on a trade routes, such as getting additional actions on each of your turns, increasing the number of traders you can move, increasing the amount of traders you take from your stock to your supply in a single action, or improving your endgame scoring.

Furthermore, just because you have a trader on a route right now doesn't mean they're going to stay on that route. When you place (not move) a trader, you can displace someone else's, but you pay a price for it. It costs you an additional trader from your supply (into your stock) to steal a spot; in addition, the trader you displace and an additional one from that player's stock get to each move to any open spot on an adjacent route. Even better, some lucky few traders are merchants (discs instead of cubes), and displacing a merchant costs



an additional trader, and grants an extra free one for that player to place. Because of this rule, it's vitally important to determine the spots most valuable not just to you, but to your opponents, so you can force them to displace you for extra efficiency.

It's also worth noting that connecting cities doesn't automatically make them yours, either. To control a city, you must complete a connection, then move one of the traders you used to do so in an empty trading post spot on that city...if you are privileged to do so. At the beginning of the game, you only have privilege to place in white trading post spots. How do you unlock more? With your upgrades, of course! Control of a city goes to the player occupying the majority of trading post spots there and grants you passive scoring whenever someone (no matter who) completes a route to that city.

All of this sounds a lot more complex than it is, but the decisions involved in which upgrades to go for, whether it's worth it to place pieces in the hopes of them getting displaced so you can put them where you really want them to go, and which final scoring strategy to go for are delightful and playing your first game almost inevitably results in a desire to play again now that you've seen which strategies you could have gone for.

In the interests of full disclosure, I have not tried using any of the expansions yet, and after several plays, feel like I could have gotten my money's worth just for the base game. But I have it on good authority that they add layers to the strategy for an expert-level game without getting rid of the base play, and I'm looking forward to trying them if I ever get tired of the base game. However...that could take a while. For fans of German efficiency, I wholeheartedly recommend the *Hansa Teutonica Big Box*.

•••

Eric is your friend, and friends wouldn't let you play bad games.



PAN AM (FNK 48719)

From Funko Games, reviewed by John and Isaac Kaufeld

12 & Up



2 - 4 Players

60 Minutes



\$34.99



I grew up listening to my dad's stories about working for Pan Am as a mechanic and then a pilot, so when a board game with the Pan Am globe appeared on the scene, I knew we had to give it a try. And I'm so glad we did.

Pan Am, from Funko Games, is a tremendously fresh and easy to learn game experience. But "easy to learn" doesn't mean "simple," as *Pan Am* delivers a surprising amount of player choices and strategic options.

Let's look at the top five things you need to know before taking off with *Pan Am*.

ALL EYES ON THE BOARD

The most striking — and somewhat unsettling — thing about *Pan Am* is the map. Nothing is where you expect it to be.

North and South America go from the lower right corner toward the center, and Asia and Europe circle around the upper left and top.

Although the board takes some getting used to, that's part of what makes the game feel so fresh.

SPACES FOR EVERYTHING

The board layout organizes the airplanes and various card decks.

The Event deck drives each game turn. During setup, you use just one of the four event cards numbered for each turn. This gives you plenty of replay value because you never know what the deck will contain.

The Destination deck has two cards for each city on map. You use these cards to gain landing rights when you claim a route. These come up randomly, forcing you to be flexible when selecting routes.

The Directive deck gives you incredibly powerful one-shot cards to use either during a round or at game end. Nothing bad comes out of this deck.

**PLACING YOUR ENGINEERS**

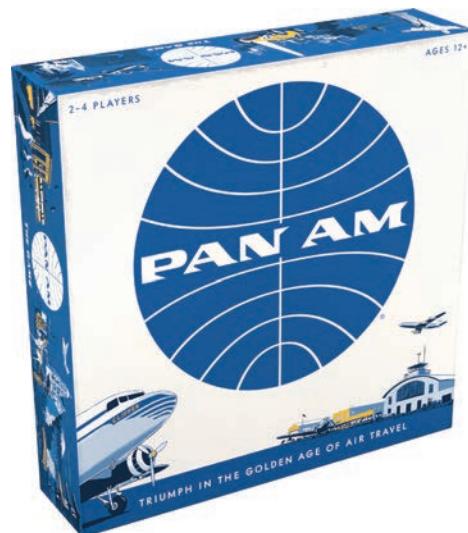
Each round, your engineers take actions on the board. Depending on the number of players, you get between three (four players) and five (two players) engineers.

Players take turns assigning one engineer at a time to one of the five action areas. Some actions make you bid for something (airport, destination card, or new planes), while others are free but mark the order that the players placed their engineers.

In an interesting twist, engineers claiming a card from the powerful Directive deck get first placement "priority" for the next turn.

CLAIMING ROUTES

A big part of the game involves claiming routes by using destination cards and placing airplanes.



To claim a route, you need landing rights in both airports. That's where Destination cards come in. If you have the cards for both cities on your route and a plane with enough range to connect them, then you're good to go. Claim the route and add the length to your income.

Owning an airport in a city automatically gives you landing rights. You can also get them by discarding one card from the same region or a pair of cards from a different region, but then the cards are gone so you need to use an engineer to get more.

PAN AM TAKES OVER

Each player runs a small regional airline serving different routes around the world — routes that Pan Am may want to own.

At the end of each turn, you roll the Pan Am die. It's a custom die with five sides showing one or two route symbols and the sixth emblazoned with the Pan Am logo. The turn's event card tells you how many times to roll.

If route symbols come up, then Pan Am claims the next route on that line. If you own the route, you get cash based on the route's length. Otherwise, Pan Am just expands for free.

When the Pan Am symbol appears, all players can sell one of their routes. Longer routes mean a bigger windfall, but also a bigger bite out of each turn's cash flow.

Use your cash to buy Pan Am stock, which varies in price throughout the game. In the end, the player with the most stock wins.

VERDICT

With a combination of worker placement, bidding, route building, stock acquisition, and fleet management, *Pan Am* offers something for everyone.

The event deck and directive cards take the game's flexibility to another level. In one of our tests, the final event card, combined with a handful of directives, turned a crushing defeat into a very narrow victory. We were both impressed with the close scoring for each game.

Pan Am is one of the best board games we played in the last year — and that's saying something, because a lot of games hit our table. We highly recommend it.

•••

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



DISNEY VILLAINOUS: DESPICABLE PLOTS (RVN 60001913)

From Ravensberger, reviewed by Brian Herman



10 & Up



2 - 3 Players



40 - 60 Minutes



\$24.99

"It feels so good to be bad." For anyone that's ever watched a clash between good and evil and empathized with the villain, Ravensburger's *Villainous* game line is for you. Whereas heroes are stalwart and full of righteousness, villains have flair, flamboyance, and panache. Most importantly, villains have goals, whether it's to be the fairest in the land or the conquer the world. The *Villainous* series really dives into this material, allowing players to choose their favorite bad guy and pursue those goals. Ever since the core set of this game was dropped, I've picked up every single expansion with eagerness. The individual character and commitment to authenticity shown to each villain in this series is truly exceptional, and the latest expansion *Despicable Plots* is no exception.

If you haven't played anything in the *Villainous* series, it's a pretty simple concept: players choose their favorite Disney villain and take the corresponding mini, play board, and 2 decks of cards – one to represent the villain's plots, items, and henchmen, and one to represent the assorted heroes that stand in the way. Each villain has a specific endgame or goal, and the first player to achieve their goal wins the game. Players take turns moving about their own individual realms and triggering various actions to gain power and further their own goals, fight with heroes or simply mess up their opponents' plans.

The nice thing about the *Villainous* expansions is that they are standalone games in and of themselves, each containing 3 villains that can be played with on their own or combined with others in the series. *Despicable Plots* includes Gaston from *Beauty and the Beast*, the Horned King from *The Black Cauldron*, and Lady Tremaine from *Cinderella*. While each has their own goals, strengths, and weaknesses, they are individually just as wicked as each other. Whereas Gaston is a straightforward brawler who prefers to resolve conflict with brute force against all enemies in his path, Lady Tremaine is a schemer, preferring to move behind the scenes to marry one her daughters to the Prince with guile and subterfuge. The Horned King has even grander plans, wanting to claim the Black Cauldron and rise "Cauldron Born" warriors in each location in his realm as a grand army he can use to conquer the world. What I really noticed about this particular expansion is that it plays well within itself as a standalone game,



FAIRY GODMOTHER

When Fairy Godmother is played, find and play Ball Gown Cinderella. While Fairy Godmother is in play, only Fate cards can move Allies.

4

Hero

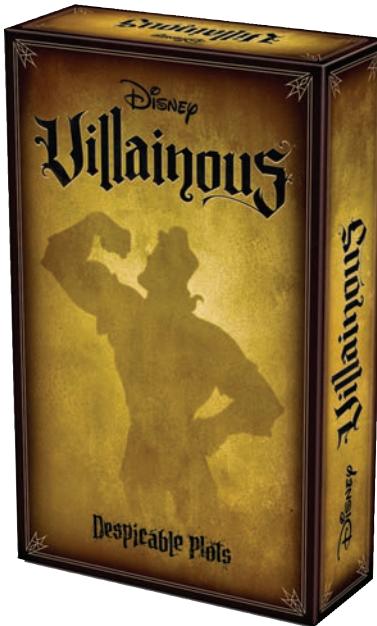


COGSWORTH

All other Heroes in Cogsworth's Location gain +1 Strength.

2

Hero



which is to say that no villain feels like the "best" choice. Additionally, the villains here seamlessly integrate into the larger *Villainous* universe, their power levels are right on with what we've come to know so far. This is a testament to Ravensburger's commitment to balance within the brand, and I couldn't be happier with that. Expansions in my mind should add options to a game, not become necessary additions to stay relevant.

The commitment to authenticity and quality Ravensburger puts into the material here can't be understated. Each villain feels like themselves, down to each individual action, card, and mechanic. When you're playing Gaston, you feel like the town bully that can eat 5 dozen eggs and when you're playing Lady Tremaine, you feel like you're working behind the scenes to manipulate the Prince to marry one of your daughters while keeping Cinderella locked away. The cardstock and quality of materials is perfect, and completely matches the rest of the *Villainous* games. The art is absolutely perfectly Disney, which lends itself to the feel of the game in a compelling and captivating way.

In conclusion, whether you're a longtime fan of the *Villainous* series or if you're simply interested in dipping your toe in the pool of being a bad guy, *Despicable Plots* is most certainly worth more than a look. If you do decide to pick it up, fair warning: While playing you may experience delusions of grandeur or a malevolent itch to confront and irritate everyone else at the gaming table. This is perfectly normal; it just means you're stepping into the shoes of a villain a little too well, which brings us all back to my original point: "It feels so good to be bad."

•••

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.



ALIENS: ANOTHER GLORIOUS DAY IN THE CORPS (GF9 ALIENSO1)

From Gale Force Nine, reviewed by Thomas Riccardi



14 & Up



1 - 6 Players



60 - 120 Minutes



\$60.00

All contact has been lost from Hadley's Hope, a colony on planet LV-426. You are part of a detachment of Marines sent to this planet to assess what's happened. However, as soon as you make planetfall you notice that the situation is far, far worse than anyone realized. Will you be able to fight against this new threat or will you fall like the colonists? This is the setting of the latest game from Gale Force Nine – *Aliens: Another Glorious Day in the Corps*.

This boxed set comes complete with four double-sided game boards that show off various locations from the *Aliens* movie. There are also nine Mission Cards that can be played separately or together as a massive campaign. Each of these cards show how that mission is to be set up along with objectives, special conditions, and any other notes for the players. There are also Character Cards, dice, Equipment and Campaign tokens, as well as Endurance and Motion Tracker cards.

The star of the boxed set has to be the miniatures: not only do you get Ellen Ripley and Newt but five marines as well. Hicks, Vasquez, Frost, Hudson, and Gorman are also included along with 16 Alien models in various poses. These miniatures are incredibly detailed and will require some assembly; however, once they are built, the minis are amazing either "as is" or painted for an added experience.

To begin, Gale Force Nine suggests Mission 1: Newt. After setting up the game board according to the directions, each player selects a hero from the deck. You can then gear up your characters with weapons and equipment and then set up the Endurance Deck. The Endurance Deck is where you will not only pull weapons and equipment but also events and hazards as



well. It is crucial to manage this Endurance Deck because if there are no cards in the deck and the exhaust pile all players immediately lose the game. This means that you have to plan carefully as you will need these cards to go through and win the scenario.

The game is broken down into three phases: Marine, Alien and Finish up. During the Marine phase characters can perform up to two actions each turn. A "Move" action allows the character to move equal to their speed trait. You can also "Aim" (increase the



dial by one), "Interact" (search for supplies or interact with computer terminals), "Rest" (draw cards and/or recycle exhausted cards), or use a card action.

Characters can also "Attack" during this phase by rolling a ten-sided die. If the roll is higher than the number on the Aim dial, the attack misses, if it is lower or matches the number then the Alien is killed in combat.

The Alien phase consists of activating Aliens (which means having them run and attack the Marines), activating the blips that act like the motion tracker from the movie and spawning in new aliens. The last part of this phase is to draw more motion tracker cards which will be used to spawn even more Aliens ("I've got readings all over the place!").

The Finish phase just deals with resolving any effects, check for any victory or defeat conditions (for example if all the characters have been killed or knocked out then the aliens win).

The Finish phase just deals with resolving any effects, check for any victory or defeat conditions (for example if all the characters have been killed or knocked out then the aliens win) and Clean-Up, which means to reset the Aim dial and move the next dial upwards to start the next turn.

If you love the film *Aliens*, then you owe it to yourself to get a copy of this game as it captures all the tense moments from that feature film. For more information on this as well as other releases head over to www.gf9.com and get ready to get it on!

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.





Greetings GTM Fans!

For our March issue, *Game Trade Magazine* and *Game Trade Media* are teaming up with WizKids to bring you an exciting giveaway!

One lucky winner will a copy of *Seeders: Exodus*, courtesy of our friends at WizKids!

To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on February 26th and will close on March 22nd, so don't delay!

Already a fan of *Game Trade Magazine* and *Game Trade Media* on social media? We've got you covered! All previous entrants are already included in our latest contest (but feel free to check out our content again).

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WW84

W O N D E R W O M A N 

CARD GAME

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MSRP \$19.99

Release Date Coming Soon



2-4



14+



25m

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- All players play as Wonder Woman
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